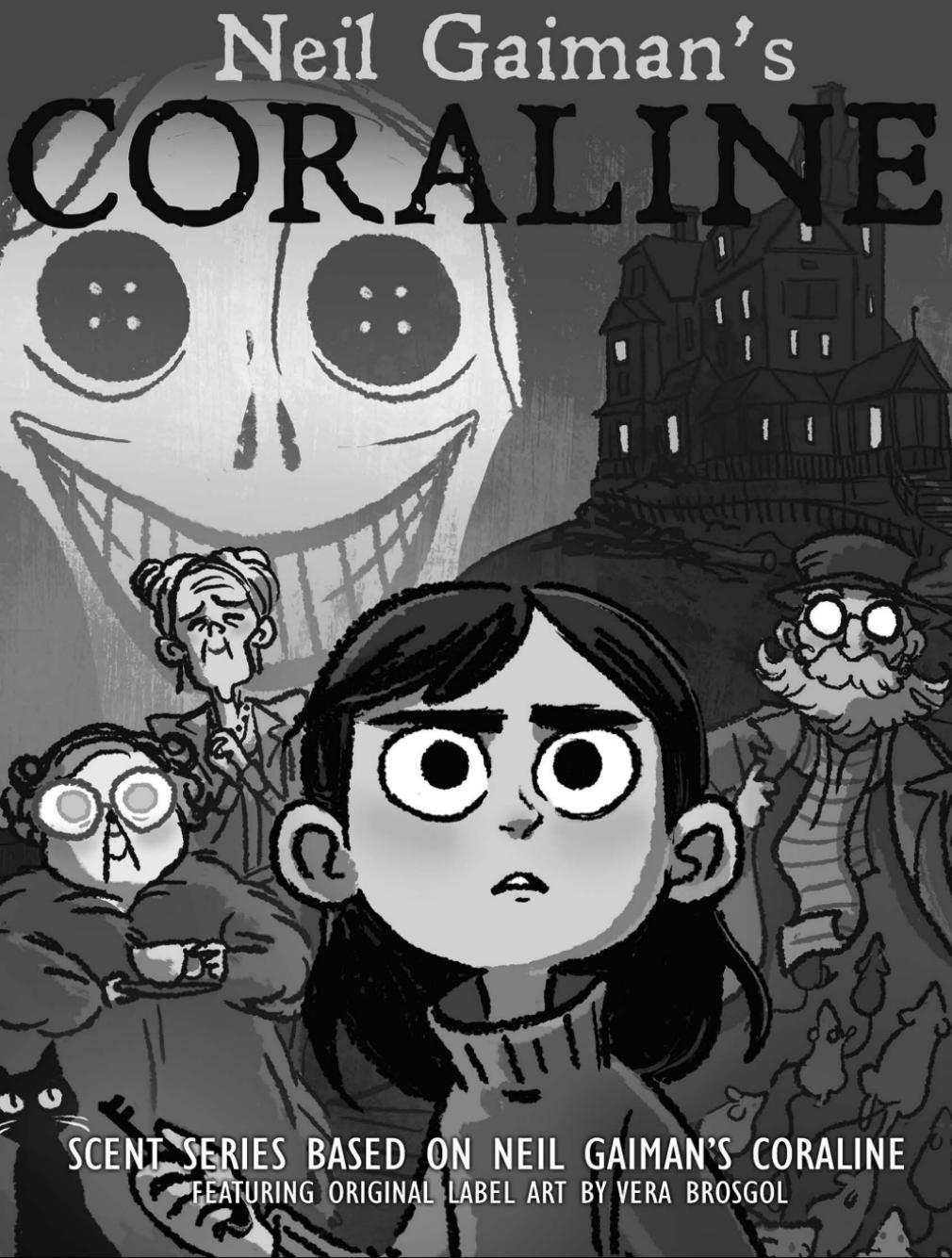


GANING GUIDE



FRIDAY/AUG. 30-
2013 SEP. 2/MONDAY
2013 LABOR DAY WEEKEND





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TOURNAMENT GAMING INTRODUCTION AND SCHEDULE

All gaming is now under one roof in the Atlanta Hilton Hotel.

We've even included maps, detailing which floor and what not various gaming events are being held on. We've got signs as well to help direct you to the proper floor and room. If all else fails and you have trouble finding a meeting room or event please ask a volunteer at Gaming Registration located in the Galleria level of the Hilton—the bottom floor.

Most games, not all run under our a four hour session system. If a given event shows no duration assume it is three and a half or four hours. If there is no cost listed, assume it is free.

Session numbers:

Friday	Saturday	Sunday	Monday	Time
1	5	9	13	9:00 AM–1:00 PM
2	6	10	14	1:00 PM–5:00 PM
3	7	11	GO	6:00 PM–10:00 PM
4	8	12	HOME!	10:00 PM–2:00 AM

We try to plan tournaments and events so that each game finishes with at least fifteen minutes left in the session to allow people to get to their next game. Large tournaments in some of the gaming areas do not follow this pattern, and some games run over one and a half or two full sessions. This is usually noted in the description area for that event. When browsing the events you will usually find that each event is referred to by their session numbers and not the actual day or time.

The friendly volunteers at Gaming Registration will be able to answer any questions you have or help you find the answers you need. Gaming Registration will open Thursday evening for you early birds at 8:00 PM and also every day of the convention at 8:00 AM. Gaming Registration is located in the Galleria in the Atlanta Hilton. After you descend the stairs or the down escalator into the Galleria level, hang a left and look straight ahead.

In order to play in most events you will need an event ticket. Most event tickets are \$3.00 but there are many free demonstration games and a handful are more expensive. There are also Collectable Card Game tournaments that charge more and those tickets usually include the cards you will use and keep in your games. You can also purchase generic tickets that are usable at any event. If an event is sold out you can show up for that event with a generic ticket and if anyone with a "real" ticket for that event does not show up you will be able to step in. Other tournaments will be able to add additional space as needed. This is particularly true for the larger events where there is more of a chance of a no show or cancellation.

We collect admission fees for events to fund prizes for most events. We award "Dealer Coins" to the winners of some events that can be used as credit in the Exhibition Halls in the AmericasMart and the Dragon Con Stores in the Marriott and Sheraton. Each coin is valued at \$5 in credit. For some of the major events we have plaques and awards made.

MECHCORPS AT DRAGON CON

They're back! MechCorps is place to let off steam by beating on your friends in a virtual arena by driving Giant Robots loaded to the teeth with guns, lasers, missiles and all types of weaponry.

Twelve players at a time enter the cockpit simulator pods after a short training session. Each player uses seven display screens, over fifty controls, foot pedals, throttle, and joystick to take on all others.

The game is easy to learn, but hard to master. Adjustable skill levels allow the novice to enjoy the game, but can also give the veterans a challenge.

See more info on the pods and the game via the Training Manual at MechCorps.com/TrainingManual.

NSDMG RETURNS!

We are pleased to announce that the fine folks at the NSDMG (National Security Decision Making Game) will return to the convention this year. They will be running different formats of their games and doing some great seminars and presentations.

The National Security Decision Making Game (NSDMG) is a political, military and economic role-playing game. The scenario for the Contemporary game is: "You players are the congress. You over there, you're the Cabinet. You folks in the corner are the Joint Chiefs. This guy's the President. The scenario is: it's the world as you know it today. Fix it. You may start now." New issues and problems in every game, different nations played in every game, showing a range of real issues across the world, and modeling a number of different political systems.

SETTLERS OF CATAN: WORLDWIDE CATAN CHAMPIONSHIP QUALIFIER

Qualify for a seat at GenCon where you will compete to be one of two US participants in the World Wide Catan Championship in Germany. The winner at Dragon Con gets badge, hotel, travel and tournament expenses paid for the World Wide Catan Championships at GenCon Indy next year.

SUNMESA EVENTS

Sunmesa Events has partnered with Dragon Con to host more *Magic: The Gathering* events than you can possibly play. Endless drafts, tournaments for complete sets of foils will also be available. Dozens of free, casual and learn to play events, all supported by expert judges and staff.

GET YOUR DRAGON CON APP!

As you might have heard, we have been hard at work on a brand new Dragon Con app! Available for iPod/iPhone/iPad, Android, and Blackberry, you can use the QR code below to redirect your browser to the app that works with your system.

Features include:

- ❖ Full schedule, available even when you aren't logged onto a network;
- ❖ The ability to customize your own schedule, that will update as we make changes (internet connection required for updates);
- ❖ Floor maps for all of the hotels;
- ❖ Twitter feed, and the ability to post to your twitter account from the app;
- ❖ News feed sourced by the *Daily Dragon*;
- ❖ Full guest list, with all the panels for those guests;
- ❖ Exhibitor/Dealer list and maps;

And so many more features, see for yourself today!



BOARD GAMES

Board Games Membership

System: Board Gaming
Ribbon
Difficulty: Easy
Req. Exp.: None
Duration: n/a
Cost: \$5.00

It's back! This is the all you can game pass that allows you to borrow games from the vast and ever growing Dragon Con Board game library. For a mere five American dollars

you too can enjoy playing board games with your fellow con goers. This Membership covers all non-tournament boardgaming and game demos.

Ascension Open Play

System: Ascension
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM
Duration: 1 Hr
Cost: Free
GM: Glenn Godard
Entry Fee: Free

Drop in and play Ascension. This is a great opportunity to learn to play. Available anytime all weekend long. Games played with up to 4 players.

Ascension: Tournament

System: Ascension
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 1 PM, Sun 9 AM
Duration: 4 Hrs
Cost: \$3.00
GM: Glenn Godard
Entry Fee: \$3.00

Players participate in four player qualifying heats to advance. Up to two players may advance from each heat. Semi-final heats may be run to advance players to the four player finals. Eight players required to start. All players will receive promo cards while

supplies last. 1st gets either Ascencion: Darkness Unleashed or a \$25 Amazon gift card and 2nd gets the other.

Catan World Championship Pre-Qualifier

System: Settlers of Catan
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 1 PM–Fri 5 PM, Sat 1 PM–Sat 5 PM, Sun 1 PM–Sun 5 PM, Sun 7 PM–Sun 11 PM
Duration: 4 Hrs
Cost: \$10.00
GM: Mayfair Games

Dragon Con and Mayfair Games will once again host a Catan Tournament. This year's tournament is a Catan World Championship (CWC) Pre-Qualifier. The winner of the tournament will receive complimentary travel (compliments of Dragon Con), hotel accommodations and show badge (compliments

of Mayfair Games) to travel to Gen Con Indy 2014 to compete for a seat at the CWC Finals in 2014.

In addition, during tournament play, Mayfair Games will also be demoing the latest and greatest Mayfair Games titles. Come by to watch the tournament and/or learn a new game!

Chessgammon Demo

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Fri Noon, Sat Noon, Sun Noon
Duration: 1 Hr
Cost: Free

of the rules. Using Chess pieces on a Backgammon board, Chessgammon brings a new dimension of strategy to the traditional game of Backgammon. Visit us at Smokingames.com for more info.

Smokingames presents Chessgammon: Chess-like strategy meets Backgammon-like chance! Come check out this fusion of two of the most classic board games ever created and get your FREE copy

Dominion Open Play

System: Dominion
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM
Duration: 1 Hr
Cost: Free
GM: Glenn Godard
Entry Fee: Free

Drop in and play Dominion. This is a great opportunity to learn to play. Available anytime all weekend long. Games played with up to 6 players with 3–4 preferred.

Dominion Tournament

System: Dominion
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sat 9 AM, Sat 6 PM, Sun 1 PM
Duration: 3 Hrs
Cost: \$3.00
GM: Glenn Godard
Entry Fee: \$3.00

Players participate in four player qualifying heats to advance. Up to 2 players may advance from each heat. Based on number of players, semi-final heats may be run to advance players to the four player finals. Eight players required, but limited to 32 players. All players will receive promo cards while supplies last. Prizes: \$25 Amazon gift card to First.

Fluxx: The Board Game

System: Looney Labs Demos
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 3 PM, Sun 1 PM
Duration: 45 Min.
Cost: Free
GM: Cindi Parker

You have heard of Fluxx, but have you heard of Fluxx The Board Game? The board game that is all about change: changing rules, changing goals and now changing tiles. Occupy the right tile spaces to claim the current goal and reveal the next

goal... getting you one step closer to victory! Come on down and give it a try. Other Looney Labs games will be available for demo as well.

Game Salute Games Demos

System: Demonstration Games
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6 PM, Sat 9 AM, Sun 1 PM
Duration: 4 Hrs.
Cost: Free
GM: Matthew Link

Demonstration of a variety of games published by Game Salute.

Saturday Night Team Trivia

System: 10 Days in Africa
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 7 PM–Sat 10 AM
Duration: 2 Hrs.
Cost: \$5.00
GM: Dragon Con Board Game Volunteers

Music, TV & Film, General Geekery.

Think you know things? Think you and your friends are the smartest group at Dragon Con? Join us on Saturday night on the 10th floor of the Marriott and see if you can prove it. Categories may include: History and Geography, General Knowledge, Sports, Science, Literature,

Star Fleet Battles Games and Tournament

System: StarFleet Battles
Difficulty: Easy
Req. Exp.: None
Sessions: Fri Noon, Fri 4 PM, Fri 8 PM, Sat 10 AM, Sat 2 PM, Sat 6 PM, Sat 10 PM, Sun 10 AM, Sun 2 PM, Sun 6 PM, Sun 10 PM
Duration: 2 Hrs.
Cost: \$3.00
GM: John Maier

Star Fleet Battles. The classic Star Trek ship to ship combat system. Whether you play the classic Federation versus Klingon or Tholians versus Lyrans, the battles are all here! We will play the traditional Tournament rules and also offer the wildly popular new "SFB EZ" that has all of the memories with a fraction of the rules!

COLLECTIBLE CARD GAMES

2 Headed Draft

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 8 PM
Duration: 4 Hrs
Cost: \$16.00
GM: Jeff Millegan

Bring a friend for this new format. Each team will open 2 packs to pass and pick 2 cards otherwise with standard draft rules. Cost \$16 Per Person. Prizes TBD but will include packs foils and Micromajigs.

Babylon 5 CCG: The Great War

System: Babylon 5 CCG
Difficulty: Detailed
Req. Exp.: Some
Sessions:
Duration: 8 Hrs
Cost: \$3.00
GM: Andrew Apold

Babylon 5: The Great War. We are going to have up to every faction possible in a huge extravaganza. Claim dibs on factions and see rules at <https://www.facebook.com/groups/dragonconbab5ccg/>. In theory we could have

Human, Human Home, Psi Corps, Minbari, Minbari Home, Narn, Narn Home, Centauri, Centauri Home, and up to two Non-Aligned Factions. Bring your deck or we can provide one.

Babylon 5 CCG: The Great War

System: Babylon 5 CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 9 AM
Duration: 4 Hrs
Cost: \$3.00
GM: Andrew Apold and Jason Nicholas

It was a year of fire... This will attempt to be a game of the classic Babylon 5 CCG which could involve up to ten factions (first claimed first served). We will have pre-built decks for each faction but feel free to bring your own. Coordination and special

rules will be available at <https://www.facebook.com/groups/dragonconbab5ccg/>.

The Spoils CCG Demonstrations

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 8 AM
Duration: 0.25 Hrs
Cost: Free
GM: Jeff Millegan

Want to learn the best card game ever??!?? Come by and we will teach you how to play in just 15 min. Then you can take a lifetime to master it. Demonstrations will be running all day every day.

Dragon Con Constructed

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 1 PM
Duration: 5 Hrs
Cost: \$10.00
GM: Jeff Millegan

Cost \$10. Standard rules for deck construction all sets will be legal. Prizes TBD but will include packs foils and Micromajigs. Bring your best deck and see how you fare against the best.

MTG 4-Pack Sealed

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9 AM
Duration: 3 Hrs
Cost: \$15.00
GM: Glenn Godard

Entry Fee \$15 – [Sealed – Non-Elimination – Casual]
Each player receives 4 Magic 2014 boosters to build a 30 card minimum deck. 3 rounds.
Prizes based on record: 9 points gets two boosters and one pull from the treasure chest. 6-8 points get either one booster or one pull from the treasure chest.

Dragon Con Limited Championship

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 1 PM
Duration: 5 Hrs
Cost: \$30.00
GM: Jeff Millegan

\$30 current set 5 packs resources will be provided. Build your deck (45 cards) out of your 5 packs and add resources. There will be a cut to finals and/or semi-finals (based on players). Prizes will include but not limited to packs,

Micromajigs and foil cards. More prizes will be added. Come test yourself.

MTG 8-Player "Swiss" Draft

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM
Duration: 4 Hrs
Cost: \$16.00
GM: Glenn Godard

[Draft—Non-Elimination—Rated—Recurring]. Available any time, all weekend long. A new table will start each time we have 8 players. Play all 3 rounds Prizes: 1 Booster per match win.



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MTG 8-Player Constructed for a Box

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM
Duration: 4 Hrs
Cost: \$16.00
GM: Glenn Godard

[Constructed—Rated—Single Elimination – Recurring] Available any time, all weekend long. A new table will start each time we have 8 players. Prizes: 36 Boosters to 1st. Available for any rated MTG constructed format.

MTG Intro Pack Challenge

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM
Duration: 4 Hrs
Cost: \$20.00
GM: Glenn Godard

[Sealed – Non-Elimination – Casual] Get a random intro-pack from a recent Magic expansion; customize the deck with the included boosters. Prizes based on record after four rounds.

MTG M14 Sealed

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 9 AM
Duration: 4 Hrs
Cost: \$30.00
GM: Glenn Godards

[Sealed – Non-Elimination – Rated] Each player receives 6 Magic 2014 boosters, and then builds a 40 card minimum deck from those boosters and any additional basic lands. Prizes based on record after 4 rounds of play.

MTG Pick Your Guils

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 6 PM
Duration: 4 Hrs
Cost: \$25.00
GM: Glenn Godard

[Sealed – Non-Elimination – Casual] Choose from available on-hand "Guild Packs." Build a 40 card minimum deck using that and any additional basic land, which will be provided. Prizes based on record after 4 rounds.

MTG Pick-Your-Prize Standard

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 6 PM
Duration: 4 Hrs
Cost: \$15.00
GM: Glenn Godard

[Standard – Non-Elimination – Rated] 8 players required to start. Rounds based on number of players at "Swiss +1." Prizes: Winner gets choice of Betrayers of Kamigawa set or a box of boosters from any on-hand standard magic set. Runners up may receive additional booster prizes based on number of entries.

MTG Shiny Sealed

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1 PM
Duration: 6 Hrs
Cost: \$40.00
GM: Glenn Godard

[Sealed – Non-Elimination – Rated] Each player receives 2 Return to Ravnica, 2 Gatecrash, and 2 Dragon's Maze boosters, and then builds a 40 card minimum deck from those boosters and any additional basic lands. Rounds based on number of players at "Swiss +1." Top 32 players will rotisserie draft complete foil sets from Return to Ravnica, Gatecrash, and Dragon's Maze.

MTG 8-Player Single Elim Draft

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sat 6 PM, Sun 1 PM, Mon 9 AM
Duration: 3 Hrs
Cost: \$16.00
GM: Glenn Godard

[Draft – Single Elimination – Rated – Recurring] Available any time, all weekend long. A new table will start each time we have 8 players. Prizes: 6 Boosters to 1st, 4 to 2nd, 1 each to 3rd and 4th.

MTG 8-Player Single-Elimination Draft

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM
Duration: 4 Hrs
Cost: \$16.00
GM: Glenn Godard

[Draft—Single Elimination—Rated—Recurring] Available any time, all weekend long. A new table will start each time we have 8 players. Prizes: 6 Boosters to 1st, 4 Boosters to 2nd and 1 Booster each to 3rd and 4th.

MTG Chase the Foils Sealed

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6 PM
Duration: 4 Hrs
Cost: \$30.00
GM: Glenn Godard

[Sealed – Non-Elimination – Rated] Each player receives 6 Magic 2014 boosters, and then builds a 40 card minimum deck from those boosters and any additional basic lands, which will be provided. Prizes based on record

after 4 rounds: Everyone gets a foil then 12pts + 3 foils & 4 boosters, 9–11pts + 2 foils & 2 boosters, 6–8pts + 1 foil & 1 booster. No duplicate foils.

MTG Two-Headed Giant Sealed

System: Magic: the Gathering
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1 PM
Duration: 4 Hrs
Cost: \$40.00
GM: Glenn Godard

[Sealed – Non-Elimination – Rated – Team] Each team receives 8 Magic 2014 boosters, and then builds two 40 card minimum decks from those boosters and any additional basic lands, which will be provided.

Prizes based on record after 4 rounds of play.

Pick-up Draft

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 8 AM
Duration: 3 Hrs
Cost: \$16.00
GM: Jeff Millegan

Anytime there are 4 or more players who want to play a tournament we will sit you down and let you battle it out. Cost is \$5 for constructed, \$10 for Noob sealed, \$16 for draft. Prizes will be determined by number of

players. Noob sealed will provide you a deck which you can take home with you. Games organized all day, every day.

Spirit of the Spoils!

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 8 PM
Duration: 4 Hrs
Cost: \$18.00
GM: Jeff Millegan

Come and get your draft on!! For only \$18 you get to draft the newest set of The Spoils! Prizes will be announced but I am sure it will be spiritual.

Spirits Guide You!

System: The Spoils CCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 8 PM
Duration: 4 Hrs
Cost: \$18.00
GM: Jeff Millegan

Come and get your draft on!! For only \$18 you get to draft the newest set of The Spoils! Prizes will be announced but I am sure it will be spiritual.

Vampire: The Eternal Struggle; Parity Shift: Atlanta

System: Vampire: The Eternal Struggle
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 7 PM
Duration: 4 Hrs
Cost: Free
GM: David Tatu

Vampire: The Eternal Struggle. Parity Shift: Atlanta. Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and final round for the top 5 players. The event will be multi-judged

and if there are 12 or less players this will be a multi-deck event. (may change decks between each round). Booster packs and promos for all, additional prizes for the winner.

Vampire: The Eternal Struggle; Sabbat Threat: Atlanta

System: Vampire: The Eternal Struggle
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sat Noon
Duration: 4 Hrs
Cost: Free
GM: David Tatu

Vampire: The Eternal Struggle. Sabbat Threat: Atlanta. Saturday 8/31/13 Session 5-6 (Noon–6 PM) Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and a final round for the top 5

players. The event will be multi-judged. Booster packs and promos for all, additional prizes for the winner.

Vampire: The Eternal Struggle; Torpid Blood: Atlanta

System: Vampire: The Eternal Struggle
Difficulty: Basic
Req. Exp.: Some
Sessions: Mon 10 AM
Duration: 4 Hrs
Cost: Free
GM: David Tatu

Vampire: The Eternal Struggle. Torpid Blood: Atlanta. Monday 9/2/13 Session 13 (10AM – 2PM). Drop by on the morning after for some casual open gaming. We will have some sealed product available if you would like to do a draft. Left over promos will be given away while supplies last.

Vampire: The Eternal Struggle; United States National Championship

System: Vampire: The Eternal Struggle
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun Noon
Duration: 6 Hrs
Cost: Free
GM: David Tatu

Vampire: The Eternal Struggle. United States National Championship. The premiere event for the USA. Winner will be the US National Champion for 2013. Three preliminary rounds (players play all rounds) and a final round

for the top 5 players. Players finishing in the top 25% are qualified to play in the NAC at Origins Game Fair 2014. Booster packs and promos for all, additional prizes for the winner.

DIGITAL GAMING

Daily Open Gaming—Consoles

System: Consoles
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9 AM–
Mon 1 PM
Duration: 1 Hr
Cost: \$1.00
GM: Staff

If you have a little time to kill, would like to lay it down with your friends, or just relax and have some fun for a while, we have several consoles and games for you to enjoy. We have many of the latest along with some

of the greatest. You are welcome to bring your own controllers. Cost is \$1 an hour. Please purchase generic tickets from Gaming Registration in the Hilton Galleria.

Daily Open Gaming—PC

System: PC
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9 AM–
Mon Noon
Duration: 1 Hr
Cost: \$3.00
GM: Staff

We are happy to offer 24 PCs available for members to come and play some of their favorite PC games. If you have an a little time to kill, want to try a new game, or spend some time playing games with your friends...we would love for

you to come on by. We are located on the 2nd floor of the Hilton in Room 214. The cost is \$3 an hour or \$5 for 2 hours. We are using cafe' time tracking so you can stop in and play on your schedule. Please purchase generic tickets at Gaming Registration in the Hilton Galleria.

Daily Open Gaming—PC

System: Consoles
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9 AM
Duration: 2 Hrs
Cost: \$5.00
GM: Staff

We are happy to offer 20 PCs available for members to come and play some of their favorite PC games. If you have an a little time to kill, want to try a new game, or spend some time playing games with your friends... we would love for

you to come on by. We are located on the 2nd floor of the Hilton in Room 214. The cost is \$3 an hour or \$5 for 2 hours. We are using cafe' time tracking so you can stop in and play on your schedule. Please purchase generic tickets at Gaming Registration in the Hilton Galleria.

Injustice: Gods Among Us Tournament—PS3

System: PS3
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 7 PM
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con members. We are proud to be hosting an Injustice: Gods Among Us Tournament on Sunday at 7:00 PM. This is a double elimination tournament,

you are encouraged to bring your own FightStick, and prizes will be awarded to the top three places. Cost for this tournament is \$3. You must pay and register prior to roll call at 6:30 PM. Registration is capped at 32 participants.

League of Legends Tournament—PC

System: PC
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 2 PM
Duration: n/a
Cost: \$5.00
GM: Staff

Dragon Con Digital Gaming is thrilled to bring you a League of Legends Tournament on Sunday at 2:00 PM. All teams must be five players. If you do not have a pre-set team, we can help put one together for you on-site.

Mortal Kombat Tournament—PS3

System: PS3
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 4 PM–Fri
8 PM
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con members. We are proud to be hosting a Mortal Combat 9 Tournament on Friday at 4:00 PM. This is a double elimination tournament, you are

encouraged to bring your own FightStick, and prizes will be awarded to the top three places. Cost for this tournament is \$3. You must pay and register prior to roll call at 3:30 PM. Registration is capped at 32 participants.

SMITE Tournament—PC: From Hi-Rez

System: PC
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 2 PM
Duration: n/a
Cost: \$5.00
GM: Staff

Dragon Con Digital Gaming is thrilled to bring you a SMITE Tournament fully sanctioned by Hi-Rez! This tournament starts on Friday at 2:00 PM. All teams must be five players. If you do not have a pre-set team, we can

help put one together for you on-site.

Starcraft II Tournament—PC

System: PC
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 2 PM
Duration: n/a
Cost: \$5.00
GM: Staff

Dragon Con Digital Gaming is thrilled to bring you a Starcraft II tournament on Saturday at 2:00 PM. All teams must be five players. If you do not have a pre-set team, we can help put one together for you on-site.

Super Smash Bros Brawl Tournament—Wii

System: Wii
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat Noon
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con members. We are proud to be hosting a Super Smash Bros Brawl Tournament on Saturday at 12:00 PM. This is a double elimination tournament, you are

encouraged to bring your own FightStick, and prizes will be awarded to the top three places. You must pay and register prior to roll call at 11:30 AM. Registration is capped at 32 participants. You may purchase tickets at Gaming Registration in the Hilton Galleria.

Street Fighter X Tekken Tournament—PS3

System: PS3
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 8 PM
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con 2013 members. We are proud to be hosting a Street Fighter X Tekken Tournament on Friday at 8:00 PM.

This is a double

elimination tournament, you are encouraged to bring your own FightStick, and prizes will be awarded to the top three places. You must pay and register prior to roll call at 7:30 PM. Registration is capped at 32 participants. You may purchase tickets on-site at Gaming Registration in the Hilton Galleria.

Super Street Fighter 4 Arcade 2013—XBox 360

System: XBox 360
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 1 PM
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con members. We are proud to be hosting a Super Street Fighter Tournament on Sunday at 1:00 PM. This is a double elimination tournament, you are

encouraged to bring your own FightStick, and prizes will be awarded to the top three places. You must pay and register prior to roll call at 12:30 PM. Registration is capped at 32 participants. You may purchase tickets at Gaming Registration in the Hilton Galleria.



echochernik.com 2nd floor exhibit hall

Ultimate Marvel vs CapCom 3 Tournament—PS3

System: PS3
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 6 PM
Duration: n/a
Cost: \$3.00
GM: Staff

Come and see how good your skill is compared to other Dragon Con members. We are proud to be hosting an Ultimate Marvel vs CapCom 3 Tournament on Saturday at 6:00 PM.

This is a double elimination tournament, you are encouraged to bring your own FightStick, and prizes will be awarded to the top three places.

Cost for this tournament is \$3. You must pay and register prior to roll call at 5:30 PM. Registration is capped at 32 participants. You may purchase tickets at Gaming Registration in the Hilton Galleria.

GAMING PROGRAMMING

Friday

From Zero to Publisher

10:00 AM; Grand Salon C, Hilton Atlanta

One man's journey from freelancer, to game designer, to one-man publishing house, to quitting his job and living the dream. E. Lasanta

What's Your Gamer Type?

11:30 AM; Grand Salon C, Hilton Atlanta

Are you a goal driven gamer that collects achievements? Make up back stories for your game characters? A panel with audience participation! R. Oglesby

Kickstarter 101

1:00 PM; Crystal Ballroom, Hilton Atlanta

Join our expert authors and designers on a discussion about Kickstarter in gaming. Find out how to start your own and how it all works. J. Picacio, J. Bulmahn, E. Lasanta, C. Black, C. Avellone

LARP!

1:00 PM; Grand Salon C, Hilton Atlanta

An introduction to the world of LARPing! M. Malis

Game Design 101

2:30 PM; Grand Ballroom West, Hilton Atlanta

Join designers from both the table top and the digital world as they talk about how they create and test games, from inception to the final product. E. Lasanta, K. Hite, K. Baker

Sage Advice

2:30 PM; Grand Salon C, Hilton Atlanta

Get advice from the Sage himself! Author of the Sage Advice column from Dragon Magazine gives advice on running games. S. Williams

Savage Worlds

4:00 PM; Grand Salon C, Hilton Atlanta

Talk to the developers of the Savage Worlds line to find out what's next for their line of RPG products! C. Black

Villain School

5:30 PM; Grand Salon C, Hilton Atlanta

How do you create those characters everyone loves to hate? Find out from our leading designers and artists! L. Elmore, C. Suleiman, K. Hite

How it All Began—d20 Edition

5:30 PM; Hanover C-E, Hyatt Regency

Learn first hand how the d20 revolution hit and what the phenomenon was like from one of Dungeons & Dragons' lead designers. S. Williams

Cthulhu in Gaming

7:00 PM; Grand Salon C, Hilton Atlanta

The author of the popular Trail of Cthulhu game and countless horror supplements hosts an exploration of this special horror genre K. Hite

The Ancient and Modern Art of Strategy Games

7:00 PM; Hanover C-E, Hyatt Regency

From Risk to Axis and Allies to Avalon Hill. The forefathers of strategy games talk about the rich history of the strategy game. D. Bromley, B. Fawcett, L. Zocchi

Saturday

Boardgames! Boardgames!

10:00 AM; Grand Salon C, Hilton Atlanta

Our annual panel on boardgaming goodness. Discuss games, talk about the latest treads, and find other gamers!

Pathfinder

11:30 AM; Grand Salon C, Hilton Atlanta

Lead designer Jason Bulmahn talks about what's in store for the Pathfinder RPG. J. Bulmahn

Campaign Management 101

1:00 PM; Grand Salon C, Hilton Atlanta

A panel on how to run a campaign from start to finish, for beginners or long-time gamers.

How Boardgames are Designed

2:30 PM; Grand Salon C, Hilton Atlanta

Two of boardgames' godfathers discuss how boardgames are conceived, tested, and published. D. Bromley, B. Fawcett

Fantasy World Building—Ultimate Edition

4:00 PM; Grand Ballroom West, Hilton Atlanta

Join some of gaming's greatest designers on both paper and in the digital world as they discuss how they make fantastic worlds. J. Bulmahn, C. Avellone, K. Baker

The Paladin

4:00 PM; Grand Salon C, Hilton Atlanta

It's become popular to portray heroes with dark souls. Here, a case is made for the Paladin—a shining hero who is an example.

The Masters of Horror (in Gaming)

5:30 PM; Crystal Ballroom, Hilton Atlanta

Take a walk with some of the greatest writers in horror gaming out there. B. Bridges, C. Black, C. Suleiman, K. Hite

Eberron & Beyond

5:30 PM; Grand Salon C, Hilton Atlanta

Eberron creator Keith Baker talks about the creation and evolution of this Dungeons & Dragons setting, and the new RPG he's developing now! K. Baker

Gamer Girls Unite!

7:00 PM; Grand Salon C, Hilton Atlanta

A discussion about women in gaming—women gamers, how gaming portrays them, and the recent surge women gamers in the community. R. Oglesby

Sunday

High Level Gaming

11:30 AM; Grand Salon C, Hilton Atlanta

The lead designer of Pathfinder and the creator of Eberron talk about high level games. How do they work? Can you mitigate power level? J. Bulmahn, K. Baker

How it All Began—World of Darkness Edition

1:00 PM; Crystal Ballroom, Hilton Atlanta

Find out from the people who were there—how the World of Darkness started. How did White Wolf come about? Relive the phenomenon! B. Bridges, A. Greenberg

Ack! TPK!

1:00 PM; Grand Salon C, Hilton Atlanta

Is your campaign going down in flames? Let us fix it, "Car Talk" style. The Sage and Kenneth Hite join us! S. Williams, K. Hite

Nazi Cults and Other Weirdness—The Freaky, Bizarre and Strange in Gaming

2:30 PM; Grand Salon C, Hilton Atlanta

Join our talk about all things strange and bizarre in gaming with some of the industry's top authors. C. Suleiman, K. Hite

TSR

4:00 PM; Crystal Ballroom, Hilton Atlanta

A retrospective with designers and artists who were there in the early days of Dungeons and Dragons L. Elmore, S. Williams, L. Zocchi

The Art of LARP Weaponry

4:00 PM; Grand Salon C, Hilton Atlanta

A discussion about constructing weapons for your LARP, from basic to advanced M. Malis

Monster Creation Lab

5:30 PM; Grand Salon C, Hilton Atlanta

Join Jason Bulmahn of Paizo publishing on designing a good monster for your game. J. Bulmahn, C. Suleiman, S. Williams

Bearing the Torch

7:00 PM; Grand Salon C, Hilton Atlanta

How can we reach out and bring gaming to the public? How do we get the next generation involved in gaming? Find out from our expert ambassadors. R. Oglesby

Monday

The Science of Dice

8:30 PM; Grand Salon C, Hilton Atlanta

100 sided dice inventor, COL Lou Zocchi tells why all dice are not created equal, how to identify killer dice, rolling secrets and improve your luck. L. Zocchi

D&D; Trivia

11:30 AM; Grand Salon C, Hilton Atlanta

Think you know your D&D;? Test your skills against other gamers in this panel of trivia! Prizes will be awarded!

Worst. Gaming. Story. Ever.

1:00 PM; Grand Salon C, Hilton Atlanta

Our sequel from last year! Think you had it bad? Listen to some of the worst gaming stories our con has to offer. Win swag with your story!

LIVE ACTION ROLE-PLAYING GAMES (LARPS)

Below you will find all the information you need to know to get you started Live Action Role-Playing ("LARPing") at DC13. The registration tables for all games listed below are located in the second floor lobby of The Hilton. Come by any of the registration table for any of the DC13 LARP games listed below for more information and to sign up for LARPing at DC13.

If a game is listed as running in the **day** slots, it runs from 1:00 PM until 6:00 PM that day. If a game is listed as running in the **night** slots, it runs from 7:00 PM until the game ends later that night. Other, special game times are noted below.

Information regarding the LARP games at Dragon Con can always be found on our Facebook page by searching Keyword "DragonLARP."

Welcome to LARPing at Dragon Con 2013. Step Away From The Table...

Dagorhir Battle Games LARP

Boffer-Battle Demonstration Extravaganza!

Date and Time: Runs Sunday Day slot (NOTE: that this demonstration will take place on the 10th Floor of the Marriott Marquis.)

Have you ever wanted to be a Medieval fighter? Like to battle your friends? Want to meet new people and battle them? How about battling all day, then partying into the wee hours of the morning only to get up and do it all again?! Well look no further my friend, because we have the sport for you!

DAGORHIR BATTLE GAMES

That's right folks, you heard it here first!

Returning by popular demand, Dagorhir will once again put on a live demonstration of their medieval style boffer-combat. Because this is our third year putting on the demonstration, we have had our space increased to and will utilizing the open expanses of the 10th Floor of the Marriott Marquis during the Sunday Day slot! My lords and ladies Dagorhir is much like Tolkien meets paintball in a knock-down, drag-out, fast-paced, hard-hitting, full-contact combat game that will leave you either breathless or wanting more...usually both! So come one, and come all to watch the demonstration EXTRAVAGANZA!! Got questions? Well come watch, let us answer your questions, and learn how you can join in on the action. This is a demonstration that is something to behold!

Dark ConFrontation

End Game

Date and Time: All Convention

This year marks the 20th year that Dark ConFrontation has appeared at Dragon Con, and it promises to be our biggest and best yet. Expect to see characters from each of our storied twenty years as we visit some of our best and most memorable events from the past. Malice, Dark Con's iconic restaurant purveyor, has joined the dearly departed. In the whirlwind aftermath players will have to form teams to navigate a metaphysical maze as the boundary between reality and fantasy, history and future start to blur. Who will make it out the other side? And what will the world they emerge back into look like? Join the cast of Dark ConFrontation to find out.

With Dark ConFrontation you don't have to pretend you are in some mystical forest or ancient dungeon; this game is a convention within the convention. Your character is attending a convention just like you. Play begins when the convention does, and ends when you go home. Play as much or as little as you like. You can even play while doing other things around the Con.

Dark ConFrontation—it's so much better in the dark...

Forest of Doors Fantasy LARP

Welcome to the Wanderlings

Date and Time: Sunday Night

The progenitors of flesh bid welcome to the Wanderlings, opening the chambers of largess and proximal communication to all singular entities. Take into yourself their libations and excrescences, that you may come to know the full fecundity of all-expanding life.

Forest of Doors is a live-combat fantasy LARP, in which you play a denizen of one of eight distinct homeworlds. In each of these worlds, magical gates have recently begun to appear, leading to the strange and unknown world of the Forest of Doors.

In essence, Forest of Doors is a multi-genre game with a vast array of character possibilities. Our setting and rules system promote a game that is fundamentally heroic in nature, and character cooperation will be necessary for survival in this unknown—and dangerous—frontier.

This, our fifth Dragon Con event, is a non-combat event that foreshadows the tone and stories to come in our live combat events during the next season.

Fractured LARP

Summers Moot

Date and Time: Saturday Night

In accordance with ancient rite and their cosmological purview, three of the Major Arcana have called a Summers Moot. **The Fool**, who is beginning and end, shall invoke merriment and wonder. Her joy shall banish all violence, and all shall revel in safety. **The Eleventh**, known to mortals as Justice, shall preside over matters of crime and atonement. Let all those who stand guilty come forth, and be judged. **Temperance**, who stands at the Fourteenth, calls for those who broil in conflict to lay down arms. Through her wisdom, peace shall be sought. There shall be puzzles and mysteries, games and riddles. Bygone heroes will be remembered, and the path ahead shall be explored. Meanwhile, in darker corners of the Fracture, an ally will lead the bold and those whose adventures are just beginning to a party of a different sort. The vile Underwood Court are scheming to unleash an old horror on all the encampments of the Fracture, and it is only through guile and cunning that their fiendish plot can be thwarted.

Fractured is a live-combat Dark Fantasy LARP in which you play a denizen of one of seven dark Outer Worlds. In each of these worlds, cracks in the fabric of reality have begun to appear to a Place of No Return. Your characters will be among the first to be marooned in this new world. Will it become a paradise or an abattoir? Fractured is, at its core, a dark fantasy game with a diverse array of character possibilities. Our setting and rules system promote a game where disparate and often alien peoples are forced by circumstance to stand by one another for the purpose of continued survival.

Freestyle Science Productions

Starfarers: The Funeral oif Spider Cometborn

Date and Time: Friday Night, Saturday Day, Sunday Night

The greatest rock star in all the Taurus Confederation has died. You are the ones who knew him and his heirs: Musicians, Roadies, Groupies, Managers, and other flotsam of the larger than life celebrity. Your final task to ensure your inheritance is to cast his body into a black hole and find something nice to say about him in a eulogy. No one has ever flown this close to a black hole and lived to tell about it. It's just too bad that finding something nice to say is going to be the hard part.

We will be running three sessions over the course of the weekend. Friday night is expected to be PG-13, Saturday day will be mostly family friendly, and Sunday night will be R-rated. Each session will be the same game with small variations for tone and variety. Please come out and get a taste of our upcoming sci-fi LARP Starfarers.

Nightfall Interactive's Old World of Darkness—Old Mind's Eye Theatre Resolution System

When You Wish Upon a Star...

Date and Time: Friday Night, Saturday Night, Sunday Night

Two months ago the world as mankind previous knew it...ended. The virus was fast and sweeping. People simply forgot who they were in a matter of days, and then the riots and chaos of looting and panic managed to do the rest. Over half the world's population was killed or forgot everything and are now reduced to requiring major care as they are suffering late set Alzheimer's-like symptoms. No one ever really believed in a zombie apocalypse. Now they wish that there had been one. Everyone knows what those are and like and how you deal with them, right?

The awakened Autochthon is now calling the shots in the Technocratic Union and has no intention of letting any of the reality "deviants" continue to disturb, disrupt, and destroy the world around them. This time they have been permitted to go too far. Pockets of Marauders have been occurring with disastrous consequences off and on since the epidemic hit. Reality seems to be tenuous in some areas at best due to the drop in sentient beings on the planet to define it. The Technocracy has begun to now aggressively and actively hunt locate, contain, and eradicate any and all threats to the remaining reality and mankind. Big Brother is hunting.

Please join us Friday, Saturday, and Sunday evening (one or all three nights) for a Live Action Event like no other. The cost for game is \$5.00 per night or \$10.00 on Friday for the entire weekend. The old Mind's Eye Theater resolution system for Rock, Paper, Scissors will be used (RPS). Both custom and pre-generated characters are available. There is an additional one-time fee of \$5.00 for creating a custom character to cover administration and creation efforts. Nightfall Interactives hosts bi-monthly independent events as well during the ongoing year after the convention and an online MUSH environment to support the game. Online access is included in the cost of your game at Dragon Con. We look forward to seeing you!

Nightfall Interactive's Warhammer 40K LARP

Down the Rabbit Hole

Date and Time: Saturday Day

It is the 41st Millennium. Humanity has spread across the stars, guided by the all-knowing benevolence of the Immortal Emperor, sitting immobile on His Golden Throne of Earth. The Imperium of Mankind that rules in his name has control of much of the galaxy, claiming dominion over billions of worlds and their countless inhabitants. To be alive in such times is to be lost in countless trillions, a mere speck in the seething mass that is humanity.

It is on one such world that our story takes place. On the industrial world of Avellorn the military tithe is nearly due, and a freshly formed unit of recruits is preparing for their final training exercise before being ceded to the mighty Imperial Guard. They will be deploying into the world's massive sewer system for one final exercise, but all is not as it seems: For in the grim dark future of the 41st Millennium, there is no peace. There is no Respite. There is only WAR!

Please join Nightfall Interactive's Saturday afternoon for a stroll into the grim dark future of mankind. The resolution system is traditional rock, paper, scissors style but numerical based rather than any sort of traits. Something akin to a dice-system-come-to-life. The admission to the game is \$5.00. Game will be closed off at 30 players, first come, first serve. We look forward to seeing you Saturday afternoon!

Secrets Factory

AetherDrive: A Mad Science Interactive Adventure

Date and Time: Runs throughout the convention. Game play is over 48 hours after you join and players can join until Noon on Saturday.

Commander Smythe (retired) of Chronus Research comes to Dragon Con to share his newest invention: The AetherDrive. This device is designed to significantly enhance the mental reflexes and capacities of a few people with the raw mental power to operate it. Are you one of them? If not, your help in this experiment will enable Chronus Research to extend the reach of this wonderful device. Please join us in this experiment. Surely nothing untoward could go wrong. Right?

Join us for this weekend-long interactive story. Players visit the Chronus Research team to participate in a massive experiment in brain enhancements. During the initial experiment each player gets a unique set of attributes and a personal challenge for the weekend. Surviving characters will be invited to future Chronus Research Projects. Accept the challenge and join the great mission of personal exploration. This social game drops echoes of an alternate world of steam and forgotten science into the real-time experience of the players. Game play utilizes the technologies of this world and the imagined ones of the next to allow players to remain in touch with updates to the game in progress. Be a part of our first adventure and help Chronus Research make the world a better place. Want to know more? Contact us or come sign up for your own person mad science experiment today!

Xadune LARP

Jars of Elegance

Date and Time: Sunday Day

Four mysterious jars were found in an excavation on the island. Being placed with the Faction of Archaeological Research and Development (FARD), they are in legal battle with the Guild of Paranormal Mysticism for the rights to hold these items. Rumors say that the jars have mystical energies about them that had caused some of the people on the excavation to forcibly react in different ways. Problem was, those supposedly affected went missing and the authorities have yet to find the "suspects" in question; thus stating it a rumor and leaving the legal battle with the lawyers. Meanwhile, people from all over Xadune have traveled to the island lining up to look at the new find as FARD displays them proudly.

Xadune (pronounced: 'eks-ä-dün) is a Georgia based Steampunk/Gaslamp themed LARP that centers around a mysterious island city on the planet of Xadune. The game offers fresh themes based in a Victorian period with both gaslamp and science fiction roots. Rich with culture and history, Xadune offers an "open source" combat system. Unlike most other LARPs, you are not limited to what weapon you are skilled in-instead Xadune reflects real life where, if you can pick it up, you can swing it (just not at DC13). Most skills, in Xadune, reflect either knowledge or special skills with which you can build your character in this classless system. Uniquely Xadune also offers religion; much like the Greek mythology, deities look over and often meddle with peoples' lives. Though fantasy and magic are still prevalent in the game, the new found Steam Age is making its impression fast and strong, with this also come firearms. Though still in their infant stage of life, firearms are a powerful tool to any person. Xadune is a LARP offering exciting new role-playing opportunities as well as a unique combat system and a spectacularly diverse Victorian steampunk world.

Display-Only LARP Participants

Dragon Con 2013 will also have several Display-Only LARP participants. This year's Display-Only participants include Penny Dreadful Productions, Mind's Eye Society, and Dust to Dust. Drop by to lend your support and interest to these Georgia-based LARPs.

MINIATURES GAMES

A Game of Ice and Fire

System: De Bellis Antiquitatis
Difficulty: Easy
Req. Exp.: None
Sessions: 10
Duration: 4 Hrs
Cost: Free
GM: Thomas Thomas

Command an army from one of the great houses of Westeros. Starks, Lannisters, Greyjoys, Baratheons and many more battle for the Iron Throne. Players will compete in a multi-round event with shifting alliances using fast play DBA 3.0 rules. All armies provided. No experience necessary, rules will be taught. Costumes welcome. (Despite the theme no players will actually be executed.)

A Paint Workshop

System: A Paint Workshop
Difficulty: Easy
Req. Exp.: None
Sessions: 5-6, 9-10
Duration: 2 Hrs
Cost: Free
GM: Sean Twiddy

Offering a free opportunity to learn how to paint miniatures with various techniques and methods, this workshop is for anyone wanting to learn how or just watch as a Featured Artist demonstrates their way of making minis come

to life. If you're interested in signing up for this event, you must visit the table and register for one of the available sessions on Saturday and Sunday. Each session will offer up to 12 seats.

Battletroops

System: FASA: BattleTroops
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 2, 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: Free
GM: Christopher Gearhart

After the Starleague the House's of the Inner Sphere continued in their gaining in influence with politics, espionage, and Battlemechs. The year is 3040 and the battles continue. Both Steiner and Kurita forces have made landfall and begun gathering the local militia's

for the comming battle. They have Mech's but so do we, Whose side will you work for...Mechwarrior! We provide all materials!

CMoN: Dark Age Demos

System: Cool Minis or Not: Dark Age
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come and learn how to play!

CMoN: Guilds of Cadwallon Demos

System: Cool Minis or Not: Guilds of Cadwallon
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come and learn how to play!

CMoN: Sedition Wars Demos

System: Cool Minis or Not: Sedition Wars
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come and learn how to play!

CMoN: Super Dungeon Explore Demos

System: Cool Minis or Not: Super Dungeon Explore
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come learn and play.

CMoN: Wrath of Kings Demos

System: Cool Minis or Not: Wrath of Kings
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come, learn, play!

CMoN: Zombicide! Demos

System: Cool Minis or Not: Zombicide!
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10, 13-14
Duration: 2 Hrs
Cost: Free
GM: Ray Rappaport

Come and learn how to play!

GW: Lord of the Rings—Balin's Tomb

System: Games
Workshop: Lord of the Rings
Difficulty: Easy
Req. Exp.: None
Sessions: 3, 6, 9
Duration: 4 Hrs
Cost: Free
GM: Edward Nelson

Goblins and Cave Trolls are closing in on the Fellowship in Moria. If the Fellowship can fight its way clear, then there's only one bridge to cross to get to safety. Rules are The Hobbit, by Games Workshop, which is the most up to date version of the Lord of Rings Strategy

Battle Game rules. Rules will be taught. Terrain, miniatures, and dice will be provided.

GW: Warmaster—Daemons vs. Samurai Demo

System: Games
Workshop: Warmaster
Difficulty: Basic
Req. Exp.: None
Sessions: 7, 11
Duration: 4 Hrs
Cost: Free
GM: Edward Nelson

Daemons have invaded the peaceful valley protected by Shogun Tzu Shi. It is up to Tzu Shi to defeat the daemons and protect his villages. In this demo, I will provide all the miniatures, dice and terrain. Rules will be taught.

HeroClix: 300 Points Golden Age.

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 7
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

300 Points Golden Age.

HeroClix: 600 points, Modern Age.

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 5
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

600 points, Modern Age.

HeroClix: Battle Royales!!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: None
Sessions: 1-3, 5-7, 9-11, 13
Duration: 2 Hrs
Cost: \$10.00
GM: Terry Terman

While available, Battle Royales will be offered once four players have signed up to play. This is a booster draft style event, with prizes awarded to the winner.

HeroClix: Monsters & Giants!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 9
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

Monsters & Giants! Build an 800 point team utilizing at least one element that has a base of 3x6. Silver Age = all figures, resources, relics, ATA's, bystanders and objects allowed. No feats or Battlefield Conditions allowed.

HeroClix: R.O.C. Qualifier

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: None
Sessions: 6
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

R.O.C. (Realms Open Championship) Qualifier: The format will be 300 points utilizing only Marvel and/or DC figures, no tactics.

HeroClix: Realms Open Championship (R.O.C.)

System: WizKids/NECA
HeroClix
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

Realms Open Championship (R.O.C.) 300 points Modern Age. This is a "by invitation only" event. D C Gaming tickets will not be accepted for this event. Entry fees will be collected at the HeroClix table.

HeroClix: Sealed R.O.C. Qualifier, 3 Boosters, 500 Points

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 3
Duration: 4 Hrs
Cost: \$30.00
GM: Terry Terman

R.O.C. Qualifier: Sealed, 3 boosters, 500 points. Boosters: Wolverine & The X-Men. The top players will advance to Sunday's Open Series Championship. Number of players to advance will be determined by the number of seats that are available. This number is currently unknown.

HeroClix: Star Fleet Battle

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 6
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

Build an 600 point team utilizing only game elements from Star Trek Tactics, Star Trek Tactics II & Star Trek Tactics III (star ships).

HeroClix: Super Booster Event!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 7
Duration: 4 Hrs
Cost: \$20.00
GM: Terry Terman

Build a 400 point Modern Age force from a Wolverine & The X-Men Super Booster and up to 200 points of a Modern Age force you bring. This event will be limited by the availability of product. Participation limited to

available Super Boosters on hand, first come first serve. Sign up early, on site, to guarantee a slot.

HeroClix: The Mother of Dragon Con!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

The Mother of Dragon Con! Build a 300 point Silver Age team, minimum 3 figures. See Dragon Con Gaming website description for more information. Silver Age = all figures, resources, relics, ATA's, bystanders

and objects allowed. No feats or Battlefield Conditions allowed.

HeroClix: The One Ring!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 3
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

The One Ring! Build a 500 point team utilizing only elements from any Lord of the Rings set. (Fellowship of the Ring, Hobbit & Lord of the Rings.)

HeroClix: The "Charlie Format," a Dragon Con Tradition

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 13
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

The "Charlie Format", a Dragon Con tradition. See Dragon Con Gaming website for full event description.

HeroClix: We don't need no stinkin' Marvel or DC!

System: WizKids/NECA
HeroClix
Difficulty: Easy
Req. Exp.: Some
Sessions: 5
Duration: 4 Hrs
Cost: \$3.00
GM: Terry Terman

We don't need no stinkin' Marvel or DC! 500 points Other Age!! What? You don't know about "other"? Build the best team utilizing any game element that is NOT a Marvel or a DC game element.

Infinity The Game

System: Infinity the Game
Difficulty: Detailed
Req. Exp.: None
Sessions: 2, 4, 5, 6, 8, 10
Duration: 4 Hrs
Cost: Free
GM: Mark Manlapas

Infinity The Game: It's Always Your Turn! It's 175 years in the future, and humanity has reached the stars. Thermoptic Ninjas! Xeno-Werewolves! Space Pirates! Alien War Monkeys! Come try out this sci fi miniatures game from Spanish company Corvus Belli. This year's scenarios will have something special for those who helped make last year's demos such a blast!

It's Morphin Time, A Toy Battle System Scenario

System: Giant Monster Rampage by Radioactive Press
Difficulty: Easy
Req. Exp.: None
Sessions: 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: Free
GM: Ken Lewis

"It's Morphin Time" is a special scenario for the Toy Battle System games Atomic Super Humans and Giant Monster Rampage, featuring Power Rangers figures as the combatants. The scenario is designed and run by the creator of the Toy Battle System games, Ken Lewis. The scenario will be run in 30–60 minute demos for two players, on a first come basis. Spectators are encouraged to attend.

Steam Punk Bash

System: Steam Punk Bash
Difficulty: Easy
Req. Exp.: None
Sessions: 1-3, 5-7, 9-11, 13-14
Duration: 4 Hrs
Cost: Free
GM: Richard "RosaMG" Delorme

A Victorian sci-fi demo game using the basic rules of the upcoming "Steam Punk Bash" game. Scenario 1: This town is not big enough for the six of us the rest of you have to go. Come and search the town for the components of to build a Victorian Age Automaton, and then in true Robber Baron style, remove the competition. Scenario 2: The schoolhouse is surrounded by vile looking critters threatening to eat the children. The town is fortunate that you have just arrived with a partially built steam automaton. Can you find the a few critical parts, assemble your war machine and save the children?

The Hive and the Flame—The Defenders of San Juan Mission

System: The Hive and the Flame
Difficulty: Easy
Req. Exp.: None
Sessions: 5-6, 9-10
Duration: 8 Hrs
Cost: Free
GM: Terry Sofian

Terry Sofian the game designer will host: Early in the Second Hive War Teddy Roosevelt and a scratch force of American troops find themselves defending the San Juan Mission from the deadly alien Hive.

Can the humans hold the ancient walls, or will they like so many others end up as food for the Hive's larva? 4-12 players 8 hours Introduction to The Hive and the Flame rule system Refereed by the game designer. Hive and the Flame rules system.

Warhammer 40k Demos

System: Games Workshop Warhammer 40K
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 3, 5, 6, 9, 10
Duration: 1 Hr
Cost: Free
GM: David Finn

Come and learn how to play Warhammer 40K!! We'll provide all anyone needs to learn how to play this game of tactics, and have fun doing it. Multiple sessions, multiple opportunities to play.

Warhammer 40k Rumble in the ATL Megabattle

System: Games Workshop Warhammer 40K
Difficulty: Basic
Req. Exp.: Some
Sessions: 9-10
Duration: 4 Hrs
Cost: \$3.00
GM: David Finn

Let's get ready to rumble! Join us for the meanest Warhammer 40k Megabattle in the ATL. All you need is a 1500 point force, the usual templates, books and dice, and the desire to cause copious amounts of damage!. Event

will run from 2 PM-6 PM and will be 10 per side. Please turn up early for setup and team building.

Warmachine 35 point Steamroller 2013

System: Privateer Press: Warmachine
Difficulty: Basic
Req. Exp.: Extensive
Sessions: 2
Duration: 5 Hrs
Cost: \$3.00
GM: David Kelley

Come play in a 35 point Steamroller Tournament. We will have Steamroller coins for the top three as well as custom resin objective markers for all who play. Two lists. No painting required.

Warmachine 50 point Steamroller

System: Privateer Press: Warmachine
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 10
Duration: 6 Hrs
Cost: \$3.00
GM: David Kelley

Come out and play against people from around the nation. This is a 50 point Steamroller 2013 tournament. 10 minute turns with once per game 5 minute extension. Painting not required.

Match length will likely be truncated a bit so we can keep the tournament rolling. Steamroller coins and custom laser etched plexiglass trophies for winners, 10th anniversary dice for all participants.

Warmachine Hardcore tournament

System: Privateer Press: Warmachine
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 6
Duration: 5 Hrs
Cost: \$3.00
GM: David Kelley

This will be a 50 point Hardcore tournament. Painting IS required (as well as basing). 50 points, one list, 7 minute turns, no extension. We will have prizes for Overall winner, best painted, Mage Hunter and most enemy army points destroyed.

Warmachine Modified Mangled Metal

System: Privateer Press: Warmachine
Difficulty: Basic
Req. Exp.: Some
Sessions: 5
Duration: 4 Hrs
Cost: \$3.00
GM: David Kelley

This is a Modified version of Mangled Metal. You may bring up to 6 points of non warjack/warbeasts along with you. 20 points with one list. There will be a basic scenario. 5 minute turns with a 2 minute extension. We will have

custom resin objective markers for all players as well as prizes for the top three.

Wyrd: Evil Baby Orphanage

System: Wyrd: Evil Baby Orphanage
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10
Duration: 2 Hrs
Cost: Free
GM: George Preussel

An idea originally crafted in Nerdfighteria is now a card game from Wyrd Miniatures! Help prehabilitate some of history's greatest villains. Play the role of a time travelling nanny and adopt tyrants from the time stream so you can guide them towards honest futures accountants, ballerinas, or something. But watch out! An orphanage full of the most unruly babies in history is not easy to run! Come and learn to play this amazing card game. Minutes to learn, hours of fun! Even a raffle to win free swag for just showing up!

Wyrd: Malifaux

System: Wyrd: Malifaux
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10
Duration: 2 Hrs
Cost: Free
GM: George Preussel

Based in an alternate Earth, Malifaux uses gothic, steampunk, Victorian horror with a dose of the Wild West to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicos.

Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast-paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim! Come and learn to play this amazing and unique card based tabletop miniatures game! Crews, instructions, and fun provided! Even a raffle to win a free crew for just showing up!

Wyrd: Puppet Wars—Unstitched

System: Wyrd: Puppet Wars
Difficulty: Easy
Req. Exp.: None
Sessions: 1-2, 5-6, 9-10
Duration: 2 Hrs
Cost: Free
GM: George Preussel

Puppet Wars Unstitched is an updated version of the classic Puppet Wars Miniatures Board game set in the world of Malifaux. Each player takes on the role of a voodoo puppet, animated by arcane energy and trying to act out the part of its real life look-alike. Claim precious

workbenches, tear the stuffing out of your enemies, and sew on bits and pieces of your fallen comrades! Come and learn to play this amazing board game with a unique twist! Even a raffle to win free swag just for showing up!

Z Apocalypse

System: RAFM: Charlie Company
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 2, 5, 6, 9, 10
Duration: 4 Hrs
Cost: Free
GM: Christopher Gearhart

They said we beat the Mayan Calendar ending... They were wrong. It started off in a small out of the way town and grew. By the time anyone could truly take notice, it was out of control. Now they have found their way into Atlanta, and we have to get out, find survivors, and escape the Zombie Apocalypse! We provide the materials, you provide the Bodies!

NSDMG/WAR COLLEGE

Friday

Cuban Missile Crisis Timeline

9:00 AM; 307, Hilton Atlanta

That a nuclear holocaust was averted in October of 1962 can almost be considered a minor miracle. The Cuban Missile Crisis brought the United States and the Soviet Union to the brink of nuclear war and only the willingness of one leader to blink prevented the creation of an irradiated rock in the Milky Way. This lecture explores the timeline of what occurred in October of 1962 and highlights the issues that brought the world so close to destruction. Presented by Dr. Craig Greathouse of the NSDMG staff.

A retired U.S. Navy Captain and senior member of National Security Decision Making (NSDM) Game staff with twelve years experience on the campus at the U.S. Naval War College will present a worst-case scenario of what might have resulted, by mistake or design, as a consequence of the planned U.S. air strikes, amphibious landing, or aggressive prosecution of a nuclear-armed submarine, with an emphasis on the triggers that might have led to a nuclear war. LCDR M. McDonagh

Nuclear Exchange 1962

11:00 AM; 307, Hilton Atlanta; 1.5 hours

As a follow-on to the Cuban Missile Crisis Worst-Case Scenarios lecture, A retired U.S. Navy Captain and senior member of National Security Decision Making (NSDM) Game staff, with an M.S. in physics and twelve years experience on the campus at the U.S. Naval War College, will discuss the implications of a full-blown nuclear exchange between the U.S. and U.S.S.R circa 1962. The H-bomb had been around for over a decade, but how many were available, what were the numbers, the yields, the available delivery platforms, the expected accuracies, the effective defenses and the likely targets? What does "2.3 megatons" really mean when you're a few miles away (*spoiler alert*: you'd rather not find out)? What about flash radiation and fallout? What would have happened to the U.S. and to the Soviet Union, and what would things look like today if it had happened? LCDR M. McDonagh

EMP, the Bolt from the Black

9:00 AM; 308, Hilton Atlanta

The Electro-Magnetic Pulse has been a popular new "doomsday" theme in modern fiction. A retired U.S. Navy Captain and senior member of National Security Decision Making (NSDM) Game staff, with an M.S. in physics and twelve years experience on the campus at the U.S. Naval War College, will discuss how credible this scenario is. What are the mechanisms that characterize a strategic-level EMP attack? What is the history behind EMP effects? How feasible is a strategic-level EMP scenario and what is the worst-case potential? LCDR M. McDonagh

Cyber War

11:00 AM; 308, Hilton Atlanta; 1.5 hours

An era of potential electronic destruction has emerged, and unlike the past, everybody can play. No longer is "war" restricted to nation-states, nor are the combat zones clearly marked. This era's warriors now include legions of 15-year-olds, sitting in their parents' basements, having potential to affect millions across the digital world. This new threat is emergent, but the potential scale of disruption is unknown. The features of war in the near future and its strategies are explored in this lecture.

Cuban Missile Crisis Worse Case Scenarios

10:00 AM; 307, Hilton Atlanta

Since the release of previously-classified Soviet information, we've learned that the Soviets deployed not only strategic ballistic missiles to Cuba in 1962, but also tactical nuclear-tipped rockets, cruise missiles and nuclear torpedoes on the submarines sent to the area. What might have resulted, by mistake or design, from planned US air strike, Marine landing, or prosecution of a nuclear-armed submarine? How could it have developed?

From digital graffiti to full blown war, the spectrum of possible options for conflict within the electronic/digital world will be explored with examples used to illustrate the occurrences we have seen to this point. Presented by Dr. Craig Greathouse and other members of the NSDMG Staff.

Drones, Robots and Sensors: Changing Future Conflict

10:00 AM; 308, Hilton Atlanta

An overview of developments in electronics that are enabling new, smaller, more accurate, smarter, even intelligent weapons systems and how this is changing the nature of conflict. Less expensive, more bang for the buck, removing the operator to a safe area; but divorcing him from the reality of war, and removing the man in the moral loop. A potential upcoming engagement of machine versus machine, computer versus computer, network versus network, may be around the corner. Presented by Merle S. Robinson and other members of the NSDMG Staff.

NSDM Game Cuban Missile Crisis

1:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

October 1962: the US finds our missiles in Cuba, and contemplates harsh actions. What's the perspective from the "Red" side? Take a role in the Soviet or Cuban leadership, find a path that advances our national objectives AND leaves us alive. A new, exciting, fast-paced game format presented by the National Security Decision Making (NSDM) Game staff, intended to entertain while maybe even teaching something.

NSDM Game Contemporary

6:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Players take senior leadership positions in a real-world nation. Here's the game: "You players are the politicians. You over there, you're the Cabinet. You folks over by the big maps are the military leadership. Here's your country; you've heard of it, it's not fictional, it's real, and so are its problems. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job? New countries, issues and problems introduced in every game.

History of Submarine Warfare

10:00 PM; 307, Hilton Atlanta; 3 Hours

A U.S. Navy Captain and senior member of National Security Decision Making (NSDM) Game staff with twelve years experience on the campus at the U.S. Naval War College discusses the evolution of submarine design and submarine warfare concepts from Fulton's Nautilus for Napoleon in 1800 through the early Cold War. Lecture will focus particularly on the complex interplay between technology, industrial base and the evolution of strategic thought on the manner in which submarines were developed, introduced and evolved. LCDR M. McDonagh

Space 1889

9:00 AM; 307, Hilton Atlanta

Special Addition for Victorian Fantasy Fans! With Frank Chadwick's permission, the NSDM staff presents the Space 1889 fantasy universe chronology.

International Relations: An Introduction and Overview

9:00 AM; 308, Hilton Atlanta

Death, power, destruction, pestilence, plague, genocide, greed, blood, gold, guns, bombs, and anarchy. These are not plot devices for a Hollywood blockbuster or next best-selling novel; these are daily events in the international systems that affect every person on the globe. This lecture provides an overview of the basics of international relations, which is defined as the arena in which the major actors compete to achieve their goals. It examines the differences between a state and a nation-state, the role of religion and terrorist organizations, and how "bad" outcomes occur every day, even when they work to make a better world. Presented by Dr. Craig Greathouse.

19th Century Vision of War in the Future

10:00 AM; 307, Hilton Atlanta

Explore the advance of military science during the Victorian era, in fact and in fiction. We address some of the plausible predictions of future technological advancements made during the period by such illustrious personages as HG Wells, Jules Verne and others. Presented by Merle Robinson and other members of the NSDMG Staff.

Sinope + 60 Evolution of Naval Warfare in the 19th Century

11:00 AM; 307, Hilton Atlanta; 1.5 Hours

From the battle of Sinope in 1853, considered the last great battle of the Age of Sail, to the marshaling of the great dreadnaughts for the Great War, the development of naval technology underwent a number of major revolutions as well as minor evolutions. A retired U.S. Navy Captain and senior member of National Security Decision Making (NSDM) Game staff will trace the evolving conceptualization of naval warfare over 60 years from Sinope to the onset of World War I, describing the evolution from wood through iron to steel, the gradual dependence on steam engines and retirement of sail with attendant global strategic implications for basing and infrastructure, the surprising, largely unintended consequences of the development of the self-powered torpedo on naval design and tactics, and the budding implications of the submarine and of naval air power. LCDR M. McDonagh

Terrorism, What Is It, Motivations, Tactics, and Groups

10:00 AM; 308, Hilton Atlanta

The 9/11 terrorist attacks put the idea of terrorism in the minds of Americans, but this form of political violence has a much longer history that has played out across the history of human civilization. This lecture explores what is terrorism, why it matters, and why it will continue to matter going forward. Religious and political motivations for a wide diversity of groups will be examined along with some of the tactics which have been used over the last 100 years. Participants will be exposed to a much broader discussion of terrorism than the 30 second sound-bites that have defined conventional wisdom regarding terrorism to date. Presented by Dr. Craig Greathouse.

Cold War Geopolitics, an Overview

11:00 AM; 308, Hilton Atlanta; 1.5 Hours

For roughly forty years the ideological divide between two bitter foes pushed the doomsday clock closer to tolling midnight for the human race. Unlike the story of Cinderella, there would not have been a happy ending if the clock had ever hit midnight. The Cold War between the Soviet Union and the United States, which emerged after World War II, has shaped the experience of everyone born since 1945. The Cold War provided the foundation on which the current international system is based and which many people seem to have forgotten. Now two decades since the Cold War ended, this lecture pulls back the veil on nearly half a century of political, economic and military competition between the two superpowers, which at times almost brought the world to ruin but also kept the peace to allow for the future to come into existence. NSDMG's experts will share insights on the Missile Crises, the potential impact of a 1960s nuclear exchange, the impact various crises (such as the Thresher incident). Presented by Merle S. Robinson and Dr. Craig Greathouse of the NSDMG staff.

NSDM Game Contemporary

1:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Players take senior leadership positions in a real-world nation. Here's the game: "You players are the politicians. You over there, you're the Cabinet. You folks over by the big maps are the military leadership. Here's your country; you've heard of it, it's not fictional, it's real, and so are its problems. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job? New countries, issues and problems introduced in every game.

NSDM Game Contemporary

6:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Players take senior leadership positions in a real-world nation. Here's the game: "You players are the politicians. You over there, you're the Cabinet.

You folks over by the big maps are the military leadership. Here's your country; you've heard of it, it's not fictional, it's real, and so are its problems. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job? New countries, issues and problems introduced in every game.

Sunday

NSDM Game Contemporary

9:00 AM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Players take senior leadership positions in a real-world nation. Here's the game: "You players are the politicians. You over there, you're the Cabinet. You folks over by the big maps are the military leadership. Here's your country; you've heard of it, it's not fictional, it's real, and so are its problems. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job? New countries, issues and problems introduced in every game.

NSDM Game Contemporary

1:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Players take senior leadership positions in a real-world nation. Here's the game: "You players are the politicians. You over there, you're the Cabinet. You folks over by the big maps are the military leadership. Here's your country; you've heard of it, it's not fictional, it's real, and so are its problems. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job? New countries, issues and problems introduced in every game.

NSDM Game Cold War 1960s

6:00 PM; 307–308, Hilton Atlanta; 3.5 Hours

Geopolitical, military and economic role-playing game. Take a senior leadership positions in the US, USSR, Israel, Red China or Cuba. Scenario: it's 1960. But the future isn't set. Can you achieve your goals? Can you achieve your nation's goals? Can you duck-and-cover? New issues and problems introduced in every game.

Global Hotspots Including Russia, Syria, and EU

10:00 PM; 307, Hilton Atlanta; 2.5 Hours

A broad discussion of current, and potential future, problem areas around the world. This panel discussion and seminar, the signature event of the National Security Decision Making (NSDM) Game staff, explores current and potential future, problem areas around the world. Want to know what to expect in the next year? What might happen and what are the implications of it? What are drivers, what indicators to watch for, and how might events be affected by the U.S. and the West? What potential catastrophes is CNN missing? LCDR M. McDonagh

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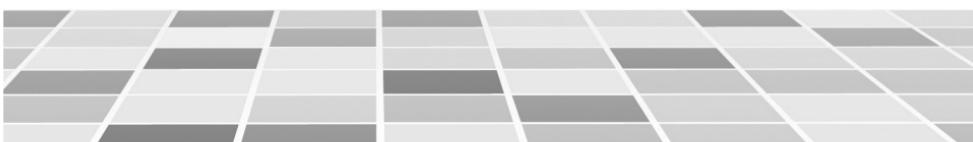
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Friday

Snarkito Ergo Sum—All The News That's Fit to Snark

10:00 AM; Grand Salon E, Hilton Atlanta

A review of the year-that-was in the MMORPGS. If you are a betting person, wager that City of Heroes is going to be discussed in gruesome detail.

Star Wars: The Old Republic—Fan Meetup

11:30 AM; Grand Salon E, Hilton Atlanta

Mrs. Jedi and Mr. Sith discuss the Light and Dark sides of Star Wars: The Old Republic and play Huttball with the audience.

StoryBricks—The Future of Online NPCs

1:00 PM; Grand Salon E, Hilton Atlanta

Tired of “dumb NPC’s?” Learn about StoryBricks. This technology will be included in SOE’s upcoming “EQNext.” B. Green

Inside the Blizzard Developer’s Studio

2:30 PM; Grand Salon E, Hilton Atlanta

Jonathan LeCraft talks about how he got started in Game Development and how he worked on the most successful MMO of all time. J. LeCraft, Chad Tindale

A Brief History of Online Gaming

4:00 PM; Grand Salon E, Hilton Atlanta

In the beginning, there was NetHack... and Empire, NetTrek, MUDs, and a whole bunch of other games that became the MMOs you know and love today. B. Green, K. Baker

EQ to EQNext—A Long Strange Trip

5:30 PM; Grand Salon E, Hilton Atlanta

The crew from Sony Online Entertainment discuss where Everquest has been and where it will be going.

Star Wars Combine—Player Meetup

7:00 PM; Grand Salon E, Hilton Atlanta

Named 88th best game of all time by PC Gamer and developed entirely by fans. More information can be found at swcombine.com

World of Warcraft—Trivia and Fan Meetup

8:30 PM; Grand Ballroom West, Hilton Atlanta; 4 Hours

Spent your days studying Warcraft instead of going to med school? Show your mom that all that knowledge pays off.

Watch The Guild—All Nighter

8:30 PM; Grand Salon E, Hilton Atlanta; 8.5 Hours

We’re going to show all 6 seasons, even if it takes all night. (Other activities that occur in a dark room late at night are not our responsibility.)

Saturday

Saturday Morning Cartoons

10:00 AM; Grand Salon E, Hilton Atlanta

Pajamas, Cereal, and Cartoons. Now you can do it as a grown-up. Romily presents the lighter side of Machinima. Romily

Guild Wars/Guild Wars 2—Fan Meetup

11:30 AM; Grand Salon E, Hilton Atlanta

Share stories, tips, and recipes with other heroes from Tyria. Discuss which Guild Wars is better. S. Schuster

WoW: The Lore Before the War...Craft

1:00 PM; Grand Salon E, Hilton Atlanta

Lessons in Lore delivers a comedic irreverent retelling of the story of Warcraft, complete with music and wildly inappropriate visuals.

Making Video Games with Artix Entertainment

2:30 PM; Grand Salon E, Hilton Atlanta

Discover video game secrets with the creators of AdventureQuest Worlds, EpicDuel, DragonFable, MechQuest, AQ3D, Oversoul, and others! Galanoth, Nythera, Cysero, Artix, Alina

World of Warcraft Costume Contest—Pre-judging

4:00 PM; Grand Salon E, Hilton Atlanta

If you wish to enter the WoW Costume Contest, you MUST come to pre-judging.

World of Warcraft Costume Contest

5:30 PM; Grand Ballroom East, Hilton Atlanta; 2.5 Hours

Like a dungeon boss respawn, the World of Warcraft Costume Contest is back! Pre-reg is held before the contest and is mandatory in order to enter. J. LeCraft, C. Jones

Star Citizen—Sneak Preview

7:00 PM; Grand Salon E, Hilton Atlanta

Roberts Space Industries presents a Massively Multiplayer Online Universe created by Chris Roberts, producer of Wing Commander and Privateer.

Machinima—Chronicles of Humanity

8:30 PM; Grand Salon E, Hilton Atlanta; 2.5 Hours

Set in 2340, we follow Katherine McDonald as she uncovers the conspiracy behind Titan's destruction. Featuring Felicia Day and created by Damien Valentine. Romily, D. Valentine

Heroes and Villains Ball

10:00 PM; Grand Ballroom A-F, Sheraton Atlanta; 4 Hours

Good? Bad? We're the guys with the fun. DJ Jennocide spins, Costumes get in first (with one handler), and 18 years or older is recommended.

Sunday

Kid Friendly MMOs

10:00 AM; Grand Salon E, Hilton Atlanta

Unlock the "Awesome Parent" achievement by finding the perfect game for your young ones. Includes survival tips for more mature games as well. Nythera, Artix

Guild Events—Going Beyond Raiding

11:30 AM; Grand Salon E, Hilton Atlanta

Learn and share about creating community within your guild through fun and engaging events regardless of which game your guild might be playing.

Economics of Free-to-Play Gaming

1:00 PM; Grand Salon E, Hilton Atlanta

How free is free to play? We look at various models, pick apart the good and bad, and discuss the virtues of free gaming. J. Foster

Dragon's Prophet

2:30 PM; Grand Salon E, Hilton Atlanta

If you were the type of gamer who fretted that your MMOs don't have enough dragons, fret no more. SOE presents Dragon's Prophet.

Machinima

4:00 PM; Grand Salon E, Hilton Atlanta; 4 Hours

Probably the best use of a projector and screen since the invention of shadow puppets. Including a special feature length machinima, Clear Skies 3. Romily, D. Valentine

World of Warcraft—Darkmoon Faire

8:30 PM; Grand Ballroom East, Hilton Atlanta; 2.5 Hours

Azeroth's famous spectacle of fun makes an appearance. Due to liability, player-firing cannons will not be part of the festivities.

MMO Trivia

8:30 PM; Grand Salon E, Hilton Atlanta; 2.5 Hours

Battle & Brew presents the latest and greatest "Quest for the Bling Gnome," now in it's 6th edition.

Monday

Guild Management 101

11:30 AM; Grand Salon E, Hilton Atlanta

What techniques of managing people in the real world translate to virtual worlds? Can you "achieve a win-win paradigm?"

Raid Leadership Secrets of Atilla the Hun

1:00 PM; Grand Salon E, Hilton Atlanta

So you want to pillage, plunder, and loot your little black heart out, but you have to raid with folks who put the "Q" in moron. What do you do?

Post MMOrtem—Survivor's Gathering

2:30 PM; Grand Salon E, Hilton Atlanta

What rocked? What didn't? Let the MMORPG staff know how they did with this year's track. Bonus: There will be a HUGE announcement during this panel.

ROLE-PLAYING GAMES (CAMPAIGN)

Shadowrun Missions

Important Notice for All Shadowrun Missions Events

For all Shadowrun Missions events, participation requires a character created using the Character Creation rules available at the following website: shadowruntabletop.com/missions. Please refer to this website for additional information. Pre-generated characters will be available at SRM HQ upon request.

CMP 2013-01: Dragon's Song 1—"Jailbreak Rock"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Sat 1 PM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. If the payday is high enough, are you willing to bust a dragon out of a Denver jail

CMP 2013-02: Dragon's Song 2—"Berlin Waltz"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sat 7 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Escort an injured Mr. Johnson to Berlin, with a dragon's minions on your tail! A living campaign.

CMP 2013-03: Dragon's Song 3—"Neo-Tokyo Fusion"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7 PM, Sun 1 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. The Ragin' Gaijin are the hottest indie band in Neo-Tokyo, but now they need rescued. A living campaign.

CMP 2013-04: Dragon's Song 4—"Ballroom Blitz"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8 AM, Sun 7 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. There's a party at Underworld 93 and everyone's invited. A living campaign

CMP 2013-05: Dangerous Games 1—"Rolling the Dice"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8 AM, Sat 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Ares has a new prototype pistol, said to be revolutionary, and Mr. Johnson wants you to steal it for him. Ready to roll the dice? Living Campaign.

CMP 2013-06: Dangerous Games 2—"Double Down"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1 PM, Sat 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Go recover a downed drone. How hard can that be, really? Living Campaign.

CMP 2013-07: Dangerous Games 3—"Full House"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 7 PM, Sun 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Listen up y'all, it's a sabotage! Ms. Johnson wants a production facility shut down by any means necessary! Living Campaign.

CMP 2013-08: Dangerous Games 4—"Going for Broke"

System: Catalyst
Games Shadowrun
Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 8 AM,
Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. There's a hit out for software designer, and it's your job to keep him alive. Think you can pull it off? Living Campaign.

Legends of Arcanis

LA HP 2-04: "Visions of the Past"

System: Paradigm
Concepts Legends of
Arcanis
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Fri
1 PM, Fri 7 PM, Sat 8
AM, Sat 1 PM, Sat 7
PM, Sun 8 AM, Sun 1
PM, Sun 7 PM, Mon
8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Legends of Arcanis event designed for all levels. The appearance of an elorii suffering from some sort of mental break leads the Heroes to explore the hidden depths of the First City as well as the past. For all Legends of Arcanis Events, participation requires a character created using the Character Creation Guidelines available from the following website, paradigmconcepts.com.

Pathfinder Society

Important notice for all Pathfinder Society Events

For all Pathfinder Society Events, participation requires membership in Paizo's Pathfinder Society and a character created using the Character Creation Guidelines available from the following website: paizo.com/PathfinderSociety. Please refer to this website for additional information. Pre-generated characters will be available at Pathfinder HQ upon request.

PFS 0-01: "Silent Tide"

System: Paizo's
Pathfinder Society
Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat Midnight
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). Written by Michael Kortes. When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifers of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long-forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion.

PFS 0-05: "Mists of Mwangi"

System: Paizo's
Pathfinder Society
Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri Midnight
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for 1st to 5th level characters. Written by Nicolas Logue. Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse, and now their power has laid claim to the museum. Can the Pathfinder Society uncover the source of the curse in time, or will the Blakros Museum be forever lost to the mists of Mwangi.

PFS 1-35: "Voice in the Void"

System: Paizo's
Pathfinder Society
Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sun Midnight
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for 1st to 7th level characters. Written by Rob McCreary. Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst.

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PFS 2-11: “The Penumbral Accords”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8 AM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). Written by Owen K.C. Stephens. The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

PFS 3-01: “The Frostfur Captives”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 1–5. Written by Jim Groves. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.

PFS 3-02: “Sewer Dragons of Absalom”

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: None
Sessions: Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 3–7. Written by Dennis Baker. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

PFS 3-04: “Kortos Envoy”

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Extensive
Sessions: Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 7–11. Written by Benjamin Bruck. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.

PFS 3-05: “Tide of Twilight”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 1–5. Written by Ron Lundein. In researching a recently recovered druidic forestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf

activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.

PFS 3-06: “Song of the Sea Witch”

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 3–7. Written by Thurston Hillman. When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city—the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?

PFS 3-07: “Echoes of the Overwatched”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1 PM, Sun 8 AM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 1–5. Written by James F. Mackenzie. When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, if falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.

PFS 3-08: “Among the Gods”

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 3–7. Written by Michael Kenway. The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument known as Antios's Crown in search of a long-lost relic believed to be contained there, but all is not as it seems.

PFS 3-17: "Red Harvest"

System: Paizo's Pathfinder Society Campaign	A Pathfinder Society Scenario designed for levels 7-11. Written by Alex Greenshields. In the naga-ruled nation of Nagajor in southern Tian Xia, the Pathfinder Society finds itself caught between feuding factions in a remote village. Forced to choose a side, the decisions of the agents involved could determine whether or not the Society gains access to a valuable religious artifact considered sacred by the village's nagaji population.
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PFS 3-18: "The God's Market Gamble"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

Amid the bustling markets of the God's Market in the shadow of the Starstone Cathedral, the Society sets a plan in motion to ensure the parties responsible for the recent thefts are caught and brought to justice.

A Pathfinder Society Scenario designed for levels 1-5. Written by Dennis Baker. Valuable relics of religious natures have been disappearing on their way to Absalom and the Pathfinder Society stands to lose countless irreplaceable artifacts if the cause isn't found.

PFS 3-19: "The Icebound Outpost"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1-5. Written by Jeff Erwin. The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

A Pathfinder Society Scenario designed for levels 1-5. Written by Jeff Erwin. The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

PFS 3-20: "The Rats of Round Mountain, Part 1"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Extensive
Sessions: Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for Levels 7-11. "The Sundered Path" is the first scenario in the two-part The Rats of Round Mountain campaign arc. Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion.

A Pathfinder Society Scenario designed for Levels 7-11. "The Sundered Path" is the first scenario in the two-part The Rats of Round Mountain campaign arc. Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion.

Written by Kyle Baird. In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court.

PFS 3-21: "The Temple of Empyrean Enlightenment"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8 AM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1-5. Written by Ron Lundein. In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned aasimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment.

PFS 3-22: "The Rats of Round Mountain, Part 2"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Extensive
Sessions: Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

Written by Russ Taylor. A Pathfinder Society Scenario designed for Levels 7-11. "The Sundered Path" is the second and final scenario in the two-part The Rats of Round Mountain campaign arc. Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion. In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain? The future of the Pathfinder Society's viability in the region lies in the PCs' hands.

PFS 3-23: "The Goblinblood Dead"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7 PM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1-5. Written by Jerall Toi. More than a decade has passed since the Goblinblood Wars left the nation of Isger in shambles, and the Pathfinder Society uses the many abandoned roads through the county's interior to smuggle valuable relics. But when a series of attacks on the Varisian caravans carrying the illicit cargo puts the route in jeopardy, it falls to the PCs to investigate and rid the region of the threat to the Society's operations.

PFS 3-25: "Storming the Diamond Gate"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. Written by Larry Wilhelm. Agents of the Pathfinder Society have discovered the location of a back door into their private demiplane that puts the entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. Rather than close the access point into their adventuring paradise, however, the Decemvirate sends a crack team of Pathfinders to secure the gate for future Society use...at any cost.

PFS 4-01: "Rise of the Goblin Guild"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7 PM, Sun 8 AM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

face to face with a burgeoning thieves' guild.

A Pathfinder Society Scenario designed for levels 1–5. Written by Matthew Goodall. When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and

PFS 4-02: "In Wrath's Shadow"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 1 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

A Pathfinder Society Scenario designed for levels 3–7. Written by Mike Shel. In the ruins of Xin-Bakrakhān—seat of power of the Runelord of Wrath—the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old

PFS 4-03: "The Goleworks Incident"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Larry Wilhelm. When the Goleworks in Magnimar starts reporting some “problems” with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get

on good terms with the influential arcane organization.

PFS 4-04: "King of the Storval Stairs"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by Dennis Baker. The PCs are sent to map the Storval Stairs and ensure the stairs provide a safe route to the Storval Rise from Magnimar, but upon their arrival, they find the ancient site claimed and “ruled” by the self-proclaimed King of the Storval Stairs. Only through guile, diplomacy, or cold steel will the Pathfinders ensure access to iconic Thassilonian location.

PFS 4-05: "The Sanos Abduction"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 8 AM, Sun 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. Written by Jerome Virnich. The Pathfinders are sent to the Sanos Forest in central Varisia to assist an agent researching the fey who inhabit the remote wood. But like many seemingly routine tasks in

a Pathfinder's adventuring career, the simple support mission quickly turns into an adventure the PCs aren't soon to forget—presuming they survive.

PFS 4-06: "The Green Market"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

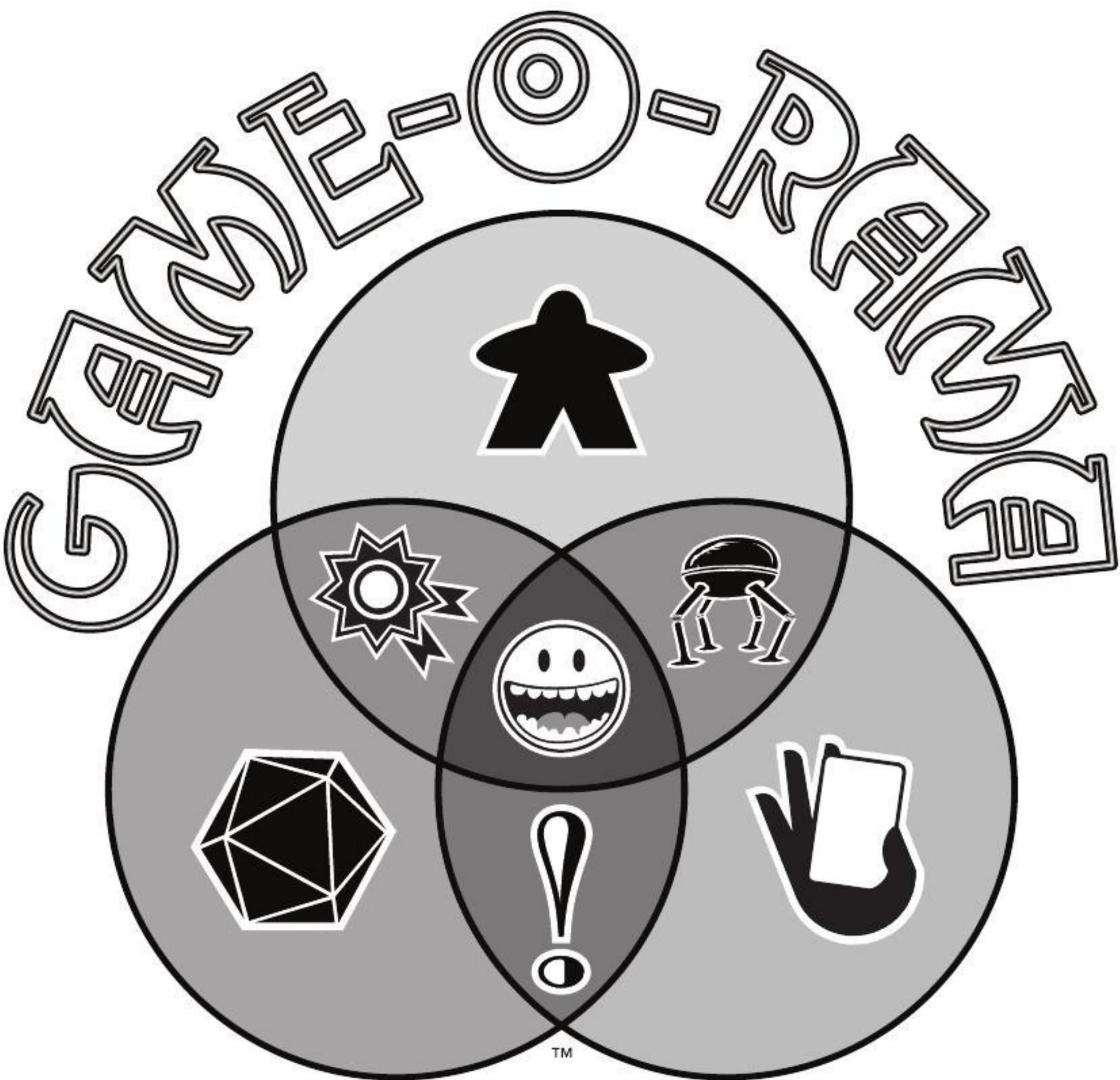
A Pathfinder Society Scenario designed for levels 5–9. Written by Jim Groves. When an ally of the Society reports that her sister's business is being harassed by the Aspis Consortium in the Varisian city of Korvosa, a team of Pathfinder agents is dispatched to the Green

Market to assist. What they find there is more than simple strong-arming and intimidation.

PFS 4-07: "Severing Ties"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Sat 1 PM, Sun 1 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1–5. Written by Ron Lundeen. The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team of agents to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar.



BOARD GAMES • ROLEPLAYING GAMES • CARD GAMES MINIATURES • TOURNAMENTS • SPECIAL EVENTS

Ticket to Ride qualifier for the **TtR North American National Championship** (winner qualifies to go to Gencon 2014 to play in the North American finals). Other tournaments include Settlers of Catan, Puerto Rico, Eclipse, Small Worlds, 7 Wonders, Agricola, Tzolk'in: The Mayan Calendar, Eclipse, Duplicate Carcassonne, Power Grid, Runewars, Lord of Waterdeep. RPGs run by S.C.A.R.A.B. with Pathfinder, D&D and more, Magic and HeroClix tournaments with great prizes! Panels include game design and strategy sessions. With the event still months away, we continue to plan great events and other cool surprises. See that face up there? That will be **you** for five days at Game-o-Rama! Membership is limited to 450. Don't miss out!

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PFS 4-08: "The Cultist's Kiss"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 1 PM, Sat 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by Sam Zeitlin. An active cell of the cult of Lissala—ancient goddess of runes and obedience—has been discovered in the Varisian town of Palin's Cove. Seeking a chance to learn about this long-lost faith not from millennia-old relics but from its current practice, a team of Pathfinders travels to the industrial seaside settlement to uncover the secret coven and infiltrate its services in the guise of prospective converts. Will the Pathfinders discover the knowledge they seek, or will the evil cult subvert them with its vile and seductive faith?

PFS 4-09: "The Blakros Matrimony"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. Written by Thurston Hillman. The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

PFS 4-10: "Feast of Sigils"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Sat 8 AM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by Dennis Baker. In Kaer Maga, the mysterious and dangerous cliffside City of Strangers in untamed Varisia, the Pathfinder Society will come face to face with a sect of the cult of Lissala who prey upon the city's most vulnerable denizens to increase their own power. To what end do they conduct the ancient Feast of Sigils ritual, and can the Pathfinders stop them before their evil plans come to fruition?

PFS 4-11: "The Disappeared"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Fri 7 PM, Sat 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1–5. Written by Jonathan H. Keith. A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history?

PFS 4-12: "The Refuge of Time"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 1 PM, Sun 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by Steve Miller, RPG Superstar 2012 finalist. In the ruins of a fallen empire built on the power of sin lies the key to awakening a great evil from a time long gone. The Pathfinder Society isn't the only organization seeking this potent artifact, however, and the result of failure could mean disaster for the whole of Varisia and beyond.

PFS 4-13: "Fortress of the Nail"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 1 PM, Sat 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Amanda Hamon. The Pathfinder Society sends a team of agents into a Hellknight citadel to free a wrongfully imprisoned ally. Among the law-bound knights, however, they may find that getting out of the prison isn't as easy as getting in.

PFS 4-14: "My Enemy's Enemy"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 7 PM, Sun 7 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. Written by James Olchak, RPG Superstar 2012 finalist. Someone in the city of Magnimar is committing crimes and leaving evidence implicating the Pathfinder Society. It falls to the Pathfinders to get to the bottom of it, and what they find may signal the resurgence of an enemy thought long defeated.

PFS 4-15: “The Cyphermage Dilemma”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1–5. Written by Patrick Renie. In the shadow of the cyclopean Cyphergate that spans Riddleport's harbor, the PCs find themselves embroiled in a dangerous plot of deception that one could only find in Varisia's infamous pirate port.

PFS 4-18: “The Veteran’s Vault”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sat 8 AM, Sat 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1–5. Written by Savannah Broadway. While many Pathfinders meet unfortunate fates in their ongoing explorations of the dangerous world of Golarion, some retire with decades' worth of treasure in their coffers, and their lives still intact. When one such Pathfinder approaches the Grand Lodge with the hidden location of her treasure vault, it falls upon a new generation of Pathfinders to retrieve from within a valuable keepsake. That they can keep anything other than the ex-Pathfinder's locket makes the assignment all the sweeter.

PFS 4-16: “The Fabric of Reality”

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 8 AM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Tom Phillips, RPG Superstar 2012 finalist. For the past year, the Pathfinder Society has used the isolated demiplane contained in the Hao Jin Tapestry as a private adventuring realm and, since discovering a

backdoor out of the demiplane, as a shortcut from the tapestry's location to a hidden corner of Varisia. But the tapestry wasn't designed for this purpose, and travel from Absalom to Varisia could be more efficient. Now a team of Pathfinders must discover how the infamous sorceress known as the Ruby Phoenix created her private demiplane and enter the heart of the tapestry and alter the very nature of the magical realm.

PFS 4-17: “Tower of the Ironwood Watch”

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 1 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Sam Polak. On the edge of Varisia's Mierani Forest stand the ruins of an ancient guardtower that once served as the native elves' first line of defense against the threat of invasion from

the bordering Thassilonian realm of Envy. Just as the elves fled Golarion to avoid the destruction of Earthfall, so too did they leave behind the Tower of the Ironwood Watch, which the Pathfinder Society now hopes to explore—a task that could prove more dangerous than anyone anticipates.

PFS 4-19: “The Night March of Kalkamedes”

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8 AM, Sun 8 AM, Sun 7 PM, Mon 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 1–5. Written by Michael Kortes. A veteran Pathfinder exploring the Fenwall Mountains of Varisia has begun sleepwalking, traveling through the dead of night in the same direction each time. The following mornings, however, he awakens injured and lost

in the wilderness, never reaching the mysterious destination that drew him from his bed in the night. Something is calling Kalkamedes, something powerful, but unless he can make it safely to the source of his somnambulism, that power will remain a mystery. It falls to a team of Pathfinders to escort the sleepwalker to his destination and uncover the true nature of the strange phenomenon overtaking Kalkamedes's dreams.

PFS 4-20: “Words of the Ancients”

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 7 PM, Sat 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by John Compton. After countless divinations and the efforts of undercover agents throughout Varisia, the Pathfinder Society has discovered the location of the last component needed to awaken a sleeping

runelord. In a mad dash to beat the cult of Lissala to this ancient Thassilonian ruin, the Pathfinders must do whatever it takes to ensure they and not the evil cultists acquire the power within. But the arcane components are not unguarded, and even after 10,000 years, the cost of ensuring the safety of the region could be higher than the veteran adventurers are prepared or willing to pay.

PFS 4-21: "Way of the Kirin"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. Written by Dennis Baker. On the eastern continent of Tian Xia, the Pathfinder Society remains a small player in the greater political landscape, but Amara Li, head of the Lantern Lodge in the teeming city of Goka, has plans to change that. In order to secure the Pathfinder Society's place as an influential organization on the far side of the world from the Grand Lodge in Absalom, she must orchestrate an alliance with the mysterious Way of the Kirin. But the longtime rival of the Pathfinder Society, the Aspis Consortium, has plans to form an alliance of its own, and if the consortium succeeds, the Pathfinder Society's hopes of cementing their place in the Dragon Empires could be dashed forever.

PFS 4-22: "Halls of Dwarven Lore"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 8 AM, Sat 8 AM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

In the excavation of a forgotten ruin within the large underground complex. What the fearless adventurers stand to find within could be the greatest discovery of the Age of Lost Omens, something sure to immortalize all involved in the pages of the Pathfinder Chronicles for ever more. But the ruins under Janderhoff aren't the end of the Pathfinders' journey; rather they illuminate a treacherous path ahead, from the familiar land of Varisia into much more dangerous territory.

PFS 4-23: "Rivalry's End"

System: Paizo's Pathfinder Society Campaign
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 8 AM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

victories on the Society's part, the Aspis Consortium still has a few tricks up its sleeves, including several powerful agents from the Pathfinders' past who could prove too challenging an obstacle to surmount. Can the PCs end the ongoing struggle for control of the flow of ancient Thassilonian artifacts out of Varisia's ports, or will the Aspis Consortium succeed in keeping the Pathfinder Society ever in its shadow as it profits on the exploitation of the millennia?

PFS 4-24: "The Price of Friendship"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 1 PM, Sat 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Christina Stiles. The Pathfinder Society has discovered the hint of a monumental revelation, but in order to confirm their find, they must send a team of agents into the dangerous and unwelcoming orc-ruled Hold of Belkzen. While an expedition could easily be dispatched to the orc capital of Urgir, the Decemvirate urges caution to ensure success. Thus, a team of Pathfinders must seek out a guide in the Varisian orc city of Urglin. Can they navigate the treacherous city of denizens who wouldn't mind seeing them dead, or will the orcs' Second Home be the site of their final mission?

PFS 4-25: "The Secrets Stones Keep"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 7 PM, Sun 8 AM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 5–9. Written by Larry Wilhelm. Deep beneath the orc city of Urgir in the Hold of Belkzen lie the ruins of the ancient dwarven Sky Citadel of Koldukar, where awaists what could be the greatest discovery of the Age of Lost Omens: confirmation of the location of one of the lost Sky Citadels, built by the dwarves in their earliest days on the surface of Golarion. But reaching their destination won't be easy for the Pathfinders, and only the most skilled will survive Urgir and the terrors guarding the dwarves' long-abandoned secrets. Can they uncover the location of the lost Sky Citadel, or will the Pathfinders suffer the same fate as Koldukar—defeat at the hands of ruthless orcs and centuries of decay under the earth?

PFS 4-26: "The Waking Rune"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 8 AM, Fri 7 PM, Sat 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 7–11. Written by Tim Hitchcock. After a year of searching and risking life and limb, the agents of the Pathfinder Society have discovered the resting place of the Runelord of Sloth, who has been sequestered from the world at large for 10,000 years awaiting the proper time for his return. Thanks to the efforts of the sinister cult of Lissala, that time is now. In a desperate attempt to defeat this ancient evil once and for all, the Decemvirate sends its best agents, armed with relics found throughout ancient Thassilon, to foil the cult's last-ditch efforts to usher in a new era of tyranny and strife. Will the party succeed in preventing Krune's return to Golarion, or will the Pathfinder Society serve simply as a speed-bump in the runelord's path to domination over the entire region?

PFS 4-EX: "Day of the Demon"

System: Paizo's Pathfinder Society Campaign

Difficulty: Basic

Req. Exp.: Some

Sessions: Fri 8 AM, Sat 1 PM, Sun 8 AM

Duration: 5 Hrs

Cost: \$3.00

GM: Campaign Staff

A Pathfinder Society Scenario designed for levels 3–7. This is an exclusive adventure to be run only by 4-star Pathfinder Society GMs, Venture-Captain and Venture-Lieutenant campaign volunteers, and Paizo staff for its first year. Written by

Larry Wilhelm. The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the imperial nation of Cheliax, where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately, the estate hasn't sat empty as long as the Blakroses think it has, and its recent inhabitants were anything but the devil-worshipers who originally built the manor.

PFS 5-01: "The Glass River Rescue"

System: Paizo's Pathfinder Society Campaign

Difficulty: Easy

Req. Exp.: None

Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM, Mon 8 AM, Mon 1 PM

Duration: 5 Hrs

Cost: \$3.00

GM: Campaign Staff

A Pathfinder Society Scenario for characters of 1st to 5th level (Tier 1–5). Written by Mike Shel.

A Pathfinder leading a diplomatic envoy from the dwarven holds of the Five Kings Mountains has gone missing, and the balance of power in a time of war hangs on her rescue. The Pathfinder Society's divinations indicate the agent was waylaid in the theocratic nation of

Razmiran, when one of her escorted diplomats failed to pay a requested tithe. Now it falls to the party to enter Razmiran, locate the missing Pathfinder and the dwarven diplomats, and escape with their lives.

PFS 5-02: "The Wardstone Patrol"

System: Paizo's Pathfinder Society Campaign

Difficulty: Basic

Req. Exp.: Some

Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM, Mon 8 AM, Mon 1 PM

Duration: 5 Hrs

Cost: \$3.00

GM: Campaign Staff

A Pathfinder Society Scenario for characters of 3rd to 7th level (Tier 3–7). Written by Alex Greenshields. All-out war has erupted on the long-contested border between the crusader nation of Mendev and the demon-infested Worldwound. With the magical defenses that once held the demons at bay failing, defense of the region now falls to small patrols of mobile soldiers

to resupply, reinforce, and communicate between the border's many fortresses and outposts. With so much at stake, the Pathfinder Society has enlisted many of its agents to assist in the war effort, both to protect its own interests and to prevent the onrushing tide of demonic attackers from plunging the entire Inner Sea region into chaos. On one such wardstone patrol, however, the party may find itself facing an enemy of an entirely different nature.

PFS 5-03: "The Hellknight's Feast"

System: Paizo's Pathfinder Society Campaign

Difficulty: Detailed

Req. Exp.: Extensive

Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM, Mon 8 AM, Mon 1 PM

Duration: 5 Hrs

Cost: \$3.00

GM: Campaign Staff

A Pathfinder Society Scenario for characters of 5th to 9th level (Tier 5–9). Written by Tom Phillips. War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound far to the north of Absalom, but despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. The Pathfinder Society arranges a formal banquet at which the

society's agents can attempt to sway the political opinions of Absalom's movers and shakers.

The advertisement features a large, ornate sword and a book in the background. The title "Truly Random" is written in a large, serif font. Below it, the subtitle "Not Your Average Dice Roller" is displayed. A mathematical formula $4d6 * 3 + 10$ is shown, along with the text "Cures: 2d8 damage + max(level, 10)". To the left, attack statistics are listed: "Attack 1: 1d20 + 12", "Attack 2: 1d20 + 10", "Attack 3: 1d20 + 8", and "Damage: 2d8 + 1d6 + 5 (3 throws, 1 for each attack)". A QR code for Google Play Store is on the bottom left, and another for Amazon Appstore for Android is on the bottom right. The text "It's like having a bag full of dice everywher you go." is centered at the bottom.

PFS Intro: "First Steps, Part I"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sat 7 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society Scenario designed for 1st level characters, part of an introductory series to Pathfinder Society Organized Play. Written by Adam Daigle. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

PFS Module: "We Be Goblins Too!"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri Midnight, Sat Midnight, Sun Midnight
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

adventurers! All that remains of the tribe are its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers. The good news is that the Birdcrunchers are willing to let the goblin heroes join their tribe. The better news is that the Birdcrunchers have heard of these four, and want one of them to become their new chieftain. The bad news is that before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Very dangerous. Very humiliating. The worse news is that lately Birdcruncher chieftains have had really short life spans—they're being killed by the pet fire-breathing boar of a local ogre who wants the Birdcruncher land as his own. Can the four heroes save the Birdcrunchers and, in so doing, become their new leaders?

PFS Module: "We Be Goblins!"

System: Paizo's Pathfinder Society Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri Midnight, Sat Midnight, Sun Midnight
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head).

To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors...

PFS Special: "Bonekeep, Part I"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

A Pathfinder Society exclusive event for 3rd-7th level characters. This deadly event is designed to push characters to their limit & beyond. With danger comes greater reward for those that survive. Written by Jason Bulmahn, Pathfinder Lead Designer. Just outside the city of Absalom sits the ruins of a long-forgotten siege castle. Torn down nearly to its foundation, the ruins of Bonekeep have been silent for decades, but the Pathfinders have learned of a series of dungeons beneath its crumbling white pillars, and it appears that they are not-so silent after all. Foul creatures and deadly traps await those daring to plunder its depths, but the rumor of untold wealth and forgotten relics make such dangers worth any risk. For both exclusives, the threat of character death is very real, but the potential rewards are greater. You will be able to, as a table, decide to leave the event at any time should it become too deadly, except when engaged in combat.

PFS Special: "Bonekeep, Part II"

System: Paizo's Pathfinder Society Campaign
Difficulty: Complex
Req. Exp.: Expert
Sessions: Fri 8 AM, Fri 1 PM, Fri 7 PM, Sat 8 AM, Sat 1 PM, Sun 8 AM, Sun 1 PM, Sun 7 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

This deadly event is designed to push characters to their limit & beyond. With danger comes greater reward for those that survive. Written by Jason Bulmahn, Pathfinder Lead Designer. Sinister forces are at work in the dungeons beneath Bonekeep. After facing horrible creatures and cunning traps on the 1st level, the Pathfinder Society is looking for volunteers to go deeper into the dungeon. Everyone who has entered the ruins' 2nd level has come back terribly wounded, but with no memory of having ever gone there or any recollection of the dangers they faced.

For both exclusives, the threat of character death is very real, but the potential rewards are greater. You will be able to, as a table, decide to leave the event at any time should it become too deadly, except when engaged in combat. This event is a sequel to The Ruins of Bonekeep, Level One, but characters do not have to play that event before playing this event (although it is recommended).

PFS Special: "Siege of the Diamond City"

System: Paizo's Pathfinder Society Campaign
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Campaign Staff

by Thurston Hillman and Jonathan H. Keith. After a recent discovery of a lost city in the heart of the demon-infested Worldwound, Pathfinder agents from around the world flock to Nerosyan, capital of the crusader nation of Mendev, to prepare for the coming adventure. When the city falls under attack, however, everyone within its walls must take up arms to defend against the Abyssal hordes. Do the Pathfinders have what it takes to hold back the demonic onslaught, or will their souls be among the first to be consumed when the Diamond of the North falls?

Shadowrun Missions

Important notice for all Shadowrun Missions Events

For all Shadowrun Missions Events, participation requires a character created using the Character Creation rules available at the following website: shadowruntabletop.com/missions. Please refer to this website for additional information. Pre-generated characters will be available at SRM HQ upon request.

SRM 5A-01: "Chasin' the Wind"

System: Catalyst Games Shadowrun Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 8 AM, Sat 7 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Welcome to Chicago! Your first job involves helping a matrix legend upgrade the old Containment Zone's matrix service. Can you handle it? Emerging from the Wasteland, Part 1. Season 5 Living Campaign

SRM 5A-02: "Critic's Choice"

System: Catalyst Games Shadowrun Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Take a run into the Chicago Zone to help a street doc prove ownership of some real estate. Don't mind the gangs, ghouls, or the bugs. Emerging from the Wasteland, Part 2. Season 5 Living Campaign.

SRM 5A-03: "Gone Long Gone"

System: Catalyst Games Shadowrun Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7 PM, Sun 1 PM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Radiation and FAB III have left the Chicago Zone an astrally scarred mess, someone thinks they've found a cure, and they want you to go get it! Emerging from the Wasteland, Part 3.

SRM 5A-04: "Liberation"

System: Catalyst Games Shadowrun Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1 PM, Sat 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set. Ready for a trip to the Chicago Field Museum? Mr. Johnson wants to send you there to check out exhibits. And steal something, of course. Emerging from the Wasteland, Part 4. Season 5 Living Campaign.

SRM 5A-05: "While the City Sleeps"

System: Catalyst Games Shadowrun Missions Campaign
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7 PM, Sat 1 PM, Mon 8 AM
Duration: 5 Hrs
Cost: \$3.00
GM: Mr. Johnson

A Shadowrun Missions scenario designed for the new Shadowrun 5th Edition rule set.

You're on a tight deadline and need to keep things quiet. After all, you don't want to wake anyone up, do you? Emerging from the Wasteland, Part 5.

CAMPAIGN RPGS GRID

Pathfinder Society	Friday				Saturday				Sunday				Monday				
	1 8 AM	2 1 PM	3 7 PM	4 12 AM	5 8 AM	6 1 PM	7 7 PM	8 12 AM	9 8 AM	10 1 PM	11 7 PM	12 12 AM	13 8 AM	14 12 PM			
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PFS Special: Part 2*																	
PFS Special																	
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Legends of Arcanis	1 8 AM	2 1 PM	3 7 PM	4 12 AM	5 8 AM	6 1 PM	7 7 PM	8 12 AM	9 8 AM	10 1 PM	11 7 PM	12 12 AM	13 8 AM	14 12 PM			
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	Friday				Saturday				Sunday				Monday				
Shadowrun Missions	1 8 AM	2 1 PM	3 7 PM	4 12 AM	5 8 AM	6 1 PM	7 7 PM	8 12 AM	9 8 AM	10 1 PM	11 7 PM	12 12 AM	13 8 AM	14 12 PM			
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SRM 5A-06						*											

WHAT IS A **TORG**?

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ROLE-PLAYING GAMES (NON-CAMPAIGN)

A Blood Red Sun

System: Savage Kingdoms
Difficulty: Basic
Req. Exp.: None
Sessions: 14
Duration: 4 Hrs
Cost: \$3.00
GM: Yow, Mike

A queen of Prydonia is dying, and some say that only the blood of the fabled Atorian Bull, a child of the sun-god Atores, can save her. The heroes are charged with such a task, after the local high-priest observes their courage

and athleticism in a tournament of sacred games. Through earth, fire, and water the adventures must trudge in search of such a mighty beast. Uses the Savage Kingdom rules.

A Simple Evidence Dispersal Job

System: Bureau 13
Difficulty: Easy
Req. Exp.: None
Sessions: 3
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

Bureau 13 agents are tasked with removing video evidence of a fey humanoid purchasing narcotics from the secure video vault of a TV station. They even have new equipment to help them. What could go wrong?

A Tiamat Challenge 2013—Geris

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 1
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

This is a dragon hunt scenario. You are teleported into a domain of a dragon. Your purpose is to steal an egg it protects. You may attempt to do so without the necessity of killing the dragon, but I assure you, that is not the

motivation of the dragon! You will be exposed to its environment, so plan accordingly.

A Tiamat Challenge 2013—Nerothroc

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 6
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

This is a dragon hunt scenario. You are teleported into a domain of a dragon. Your purpose is to steal an egg it protects. You may attempt to do so without the necessity of killing the dragon, but I assure you, that is not the

motivation of the dragon! You will be exposed to its environment, so plan accordingly.

A Tiamat Challenge 2013—Nivus

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

This is a dragon hunt scenario. You are teleported into a domain of a dragon. Your purpose is to steal an egg it protects. You may attempt to do so without the necessity of killing the dragon, but I assure you, that is not the motivation of the dragon! You will be exposed to its environment, so plan accordingly.

A Tiamat Challenge 2013—Skel

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 3
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

This is a dragon hunt scenario. You are teleported into a domain of a dragon. Your purpose is to steal an egg it protects. You may attempt to do so without the necessity of killing the dragon, but I assure you, that is not the motivation of the dragon! You will be exposed to its environment, so plan accordingly.

A Tiamat Challenge 2013—The Immortal Mother

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

The crescendo of a 5 part Dragon Hunt simultaneously executed to eliminate the Immortal Mother of Evil Dragons...

A Tiamat Challenge 2013—Virid

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 5
Duration: 4 Hrs
Cost: \$3.00
GM: Sutherland, Rob

This is a dragon hunt scenario. You are teleported into a domain of a dragon. Your purpose is to steal an egg it protects. You may attempt to do so without the necessity of killing the dragon, but I assure you, that is not the motivation of the dragon! You will be exposed to its environment, so plan accordingly.

Agton's Tor

System: Pathfinder
Difficulty: Basic
Req. Exp.: Extensive
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Campbell, J Kip

to those players short on time.

Agton's Tor is a grand melee event. Players will pit their best character creations against the denizens of Agton's Tor in an attempt to stop the druid. Can you kill Agton and his minions before they terrorize another village? Pre-Gens available

All My Sins Remembered

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: 2, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Geddings, Tommy

Your team of modern soldiers have to find a missing agent and extract him. A real milk run. Yeah, right. Uses Savage Worlds system with rules from a supplement. All materials except dice will be provided.

Armor of the Dragon Khan

System: FUDGE
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 9, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Skirvin, Ted

Two years ago you and your comrades-in-arms were able to defeat the Khan of all the Eastern dragons and save the village. You have been resting on your laurels as the heroes of the land for two years now and there

are rumors that the Khan's daughter journeys to your land. She seeks revenge!

Frightened villagers speak in hushed tones of "walking frogs of the men" peering at them from within the woods. In a small village without heroes, the townsfolk look desperately towards each other for salvation from this terror. Are you brave enough?

Return to the glory days of fantasy as 1974 intended you to! Each player will play with 3, 0-level characters! No minis! Certain deaths! Pregens.

Battle of Saint Rose Sound; Epilogue

System: Pathfinder
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 13
Duration: 4 Hrs
Cost: \$3.00
GM: Harding, John

The Battle of St. Rose Sound; Epilogue is a Pathfinder based, naval battle. There will be 4 players on each side, 8 players total. Each player shall role-play the commander of a small boat squadron. Prizes, adult themes must be 18.

Battle of Saint Rose Sound; Tides of War pt 2

System: Pathfinder
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 6
Duration: 8 Hrs
Cost: \$3.00
GM: Harding, John

The Battle of St. Rose Sound is a Pathfinder based, naval battle. There will be 4 players on each side, 8 players total. Each player shall role-play the captain of a small warship with a crew of 14. Good and Evil Naval squadrons

clash to gain control of a strategic waterway that leads to an important port city. Battle map and scale model ships used. Prizes, adult themes must be 18

Beach Bunny Bimbos with Blasters: Terror at the Mall

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 13
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

Mitzi who runs the T-Shop is sure that the elvis impersonators who opened a shop right across from her are really Martians, because they are so icky and tacky. Maybe they are in league with that maniac who is stabbing people on the beach. Can you get to the bottom of this before someone has a melt-down?

Beasts & Barbarians: Winter's Daughter

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Poulimas, Nick

Thieves, barbarians, archers and sorcerers, all with dreams of glory and riches. These are the cut-throat heroes of the Dread Sea Dominions. After a long and arduous journey to Northeim our heroes finally stop to rest in the town of Fulda. A relatively safe place to spend the bitter winter, at least until their paupry funds run out. The people of the town seem busy preparing for a royal wedding until, of course, the bride to be is abducted! Can our heroes help to return the poor girl to her king? Will there be enough reward in it to make it worth the heroes time, and enough coin to last them through these brutally cold months? Or, will the winter consume them all in its fury? Sign up brave souls and find out! Pre-generated characters will be provided. No experience with Savage Worlds necessary.

Caravan

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Bryant, Peter

This is a remix of Caravan by PaNik Productions and takes place in Mesopotamia. Your team of modern era inter-dimensional explorers arrive in the city of Ur but must travel to Nineveh to meet with the ruling regent. The team is fully armed with modern weapons.

Children Of The Blood

System: Amber
Difficulty: Diceless RPG
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 11
Duration: 6 Hrs
Cost: \$3.00
GM: Acker, Scott

Long running campaign.
Set in the pre-history of
Amber.

Con Survival

System: Dread
Difficulty: Easy
Req. Exp.: None
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Lewis, Andrew

Last year Kevin Bacon
monsters and FlutterDie
(summoned by the cult
of the bron) invaded the
con. Few survived to tell
the tale. This year the
stakes have been raised
and a new set of Con goers
has been put in danger.

Join the fight and see if you have what it takes to
survive the con. Humor, terror, and bears! You have
been warned. Prizes and achievements for all! 16+
due to content

Deadlands Hell on Earth: Smokee and the Bandits

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 3
Duration: 4 Hrs
Cost: \$3.00
GM: Black, Clint

Templars travel the land
seeking to save those who
are worthy. Doomsayers
have harnessed the power
of radiation to fuel amazing
powers. Toxic Shamans
apease spirits of pollution
for power. Sykers, trained
by the old governments,

use their mental powers however they wish now. And
some folks just get by on wits, weapons, and the
will to live. You are one of these people, and you've
heard of a job that is described as both generous and
lucrative. If one of those characteristics didn't appeal
to you then it must be the one they left off, the
description that applies to everything in the Wasted
West... dangerous.

Deadlands Noir: That Old Black Magic

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 11, 14
Duration: 4 Hrs
Cost: \$3.00
GM: Black, Clint

Desmond Powell: rich,
powerful, and most
importantly you owe him
big. He invited you to his
home, knowing full well
you couldn't say no. There
were others with their own
invitation. Some you know,
some you don't, but you

have one thing in common: the look on your faces of
just how bad the situation is for a man like Powell
to call in so many markers at one time. Just another
day in the Big Easy.

Deep Shadows

System: Shadowrun
4th Edition
Difficulty: Basic
Req. Exp.: Some
Sessions: 6, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Stokes, Jonathan

Rumors have floated
through the shadows for
years that beneath the
streets of Seattle, in the
rat infested tunnels, sit a
vault full of unimaginable
treasures. These rumors
seemed nothing but smoke
until a retired and now
deceased runner released his autobiography which
substantiated not only the vault's existence, but also
hinted at its location. Now, the only question... who
will find it first?

Dimension Hoppers

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: 1, 5, 9, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Trotter, Phillip

Dimension Hoppers (DH)
is a multi-genre game
with D20 as its game
mechanic. Using what
Pathfinder has done
as a backbone, along
with a comprehensive
skill list that spans the
different systems, and
third party content, we've created a game that spans
from Fantasy to the Far Future. We'll have over 25
characters with backstories to choose from, come
join the fun!

Doctor Who: The 11 Doctors

System: Cubicle Seven
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 6, 7,
10, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Jones, Russell and
Deer, Hart

Ever want to play as the
Doctor, His Companions,
or one our creative
characters threw out the
Doctor Who series? We
invite you to come on
down and play our 50th
anniversary campaign
Doctor Who: The 11
Doctors where you have
the opportunity of the life time to role play your
favorite characters!!!

Doctor Who: The World of Tomorrow

System: Cubicle Seven
Difficulty: Easy
Req. Exp.: None
Sessions: 14
Duration: 4 Hrs
Cost: \$3.00
GM: Jones, Russell and
Deer, Hart

As the Doctor and Donna
Noble travel throughout
space and time in the
year 1899 A little Girl
named Innya Sveta who
was walking down the
Manhattan Street on
Christmas Eve. Then all
of the sudden she's on
the run from the 3 strange men with 2 metal ear
covering pieces. After reaching to a dark alley and is
trapped against the wall. Will The Doctor save her
from the uncertain danger??!

Dont Get Eaten By Zombies

System: GURPS
Difficulty: Easy
Req. Exp.: None
Sessions: 7
Duration: 4 Hrs
Cost: \$3.00
GM: Dotson, Matthew

Try not to be zombie food. Bring a sense of humor and a damsel to appreciate your heroism.

Enter Now the Labyrinth

System: Pathfinder
Difficulty: Complex
Req. Exp.: Extensive
Sessions: 2, 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Muhlenbruch, Michael

Warning this Labyrinth is difficult, none have succeeded at making it out alive. If you think you have what it takes to brave this mighty dungeon come and Enter Now the Labyrinth. Muster your best set of dice and come join this Labyrinth!

Enter the Phoenix Project

System: GURPS
Difficulty: Basic
Req. Exp.: None
Sessions: 5, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Skirvin, Ted

The year is 1991 and you are endowed with psychic abilities. You have joined the Phoenix Project. The Project works to protect the psi-endowed from government subjugation. This scenario uses GURPS 3rd edition.

Enter the Pygmy Dragon XII: The Scope of Horror

System: D&D Version 3.5
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 5, 6, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Ditto, Ken

The Celestial Convergence is nigh, and the Days of the Dragon are upon the Great Jungle. Legend says that the Totem Warrior who holds all twelve Sacred Sigil Stones can command a cosmic wish from the Celestial Archon.

It is a wish that can change the World. Do you have what it takes to gather the Stones, defeat the Ninjas, and command the Celestial Archon?

Expedition to the Savage Peaks

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 6
Duration: 4 Hrs
Cost: \$3.00
GM: Bryant, Peter

This is one of the quintessential dungeon crawls of all time; Expedition to the Barrier Peaks. However, I've remixed for the Savage Worlds system and set it in the Frigeworthy setting. Your party is part of a modern era inter-dimensional exploration team sent to Grayhawk to explore a wrecked spacecraft.

Festival of Knights

System: Pathfinder, Dragonlance
Difficulty: Basic
Req. Exp.: Some
Sessions: 1, 2
Duration: 4 Hrs
Cost: \$3.00
GM: Sam, Levine

Part 1: Festival of Knights—Many goodly peoples of Ansalon have gathered in Palanthas for this holiday that celebrates the Knights of Solamnia for all that they have done. The streets are lined with people from all over and the merchants wishing to sell the best of what they have. Each of you has come to the city on a personal matter. Each of you and many others of some note are only sickened for a short time. By morning the fog is lifted and many are left dead throughout the city. Commander Narim Ravenclaw summons each of you to his office and begs for your assistance.

Finale at the Con

System: Dread
Difficulty: Easy
Req. Exp.: None
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Lewis, Andrew

As the Con comes to a close on Sunday evil lurks and brings survival to the front. Dread is a diceless RPG game based on the use of a dice tower (jenga) to determine success. No experience needed and prizes and achievements for all players. Terror and humor mixed in this fun RPG of survival. ages 16+ due to moral choices. Last year there were Kevin Bacons and Bears...this year The Extreme!

Frigeworthy: Escape from the Lost Island

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 9
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

Your team of inter-dimensional explorers find yourself on a large island inhabited by a lot of very strange people who definitely should not be there. Where did they come from and can you help them finally get rescued?

Galaxy Rangers: Encounter at Olympus V

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 6, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Thompson, Michael

ATTENTION: Cruiser Ajax BEGIN TRANSMISSION: A recent stellar survey reports a large concentration of Plutonium 238 on Olympus V. Proceed at best speed, make contact with the indigenous population, and secure trade rights. Be aware, our sources indicate that Dark Admiral Typhon has also heard of this discovery and may have agents in the area. :END TRANSMISSION

Games on Demand

System: Various indie and small press games
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 3, 7
Duration: 4 Hrs
Cost: \$3.00
GM: Hubbird, Tobe

Taste the best that small-press gaming has to offer. Over fifteen games on tap and knowledgeable GMs to run them. Try something different, or something you've always wanted to! You might find a new way to enjoy what you already

play. We'll be there throughout the weekend, so be sure to stop by and give it a try!

Hall of Risk

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Bryant, Peter

This is a variation on the Hall of Risk adventure for Stormbringer. It's been remixed for Savage Worlds and set in the Fringeworthy universe. Your team of modern era inter-dimensional explorers find themselves in the most

awesome yet deadliest place in the universe. Will you win big or lose your soul?

Hard Wired Hinterland—The Sparkling Wine of Bruno's Vineyards

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

You and your group of barnstorming pilots have found a treasure map that promises a great treasure if you acquire a large shipment of wine from the Vineyards. What is so special about this wine?

In the Lich-King's Garden

System: Pathfinder
Difficulty: Basic
Req. Exp.: Extensive
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Campbell, J Kip

In the Lich-King's Garden is a unique PVP opportunity. Fight in the Lich-King's graveyard and gain life from every character you kill. Players start with 1st level characters and fight to the death. With every kill a

level (or more) is immediately gained by the surviving player. Players are encouraged to create characters they think will best defeat their fellow players.

Intro Adventures

System: Fractured Kingdom
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Silva, Dave

adventures allows players to experience several different stories, and adventures set in the world of Fractured Kingdom.

Lacum Malum: The Descent

System: Call of Cthulhu d20
Difficulty: Detailed
Req. Exp.: Expert
Sessions: 2, 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Higdon, Tyler

to take a lot of teamwork, a lot of strategy, and a lot of luck. If you're tired of the typical Call of Cthulhu trope of not having any real hope or chance of fighting back, well, then you may just enjoy this event. You have a chance, albeit slim, of surviving and retaining your sanity. Players age 18+ only, please.

Legends of the Unknown

System: Imagine Role Playing System
Difficulty: Basic
Req. Exp.: None
Sessions: 6, 7, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Tenery, Michael

Imagine Role Playing is returning with our new indepth book expanding Imagine into the "Legends of the Unknown." Parthorn of Old Tharos: A two-part tournament exploring lost legends. The characters are returning from a successful adventure when a new one begins. No experience needed. Imagine characters are provided. Bring your imaginations and explore the Legends of the Unknown.

Marvel Knights

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Francis, Mark

You are all Marvel superheroes who have recently come to a lonely warehouse on the East River of New York City. Following various leads and rumors, individually and in pairs, you have learned of a high power deal being brokered by the mobster Jigsaw. Pre-generated characters shall be provided.

Marvel Super Villains: The Big Takedown

System: Marvel Super Heroes RPG (d100)
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 5
Duration: 4 Hrs
Cost: \$3.00
GM: Kennedy, David

Six down-on-their-luck super villains are recruited by the Kingpin. Their mission: Break into a super villain prison, find The Hood and take him down by any means necessary.

Monster Island

System: HeroQuest
Difficulty: Easy
Req. Exp.: None
Sessions: 5, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Millians, David

Barbarians, politics, and pirates have delayed plans, but at last the Lunar Empire's Red Tide Fleet is departing the port of Karse to carry its explorers and missionaries across the seas of Glorantha.

Old School D&D

System: D&D
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 4
Duration: 4 Hrs
Cost: \$3.00
GM: Harris, Derek

to the game or need a refresher? No problem! We will be teaching the rules before the game and we would love to assist in any way! Prizes will be given out! Pre-generated characters available.

Remember the days of dungeon crawling before XBOX? This is the event for you! The rule set is the original Dungeons & Dragons Basic red box! The adventure will be an original module written by Gary Gygax. Are you new

On the Edge of Nothin'

System: Serenity
Difficulty: Detailed
Req. Exp.: None
Sessions: 6, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Caitlin Patrick-Nickels

responsible. Can you figure out what's going on and get your memory back before you end up dead? Character sheets provided. Full dice set required (d4-d20).

You wake up in the belly of a ship drifting through space. Your own name is a mystery, and the faces around you certainly aren't familiar. A quick inspection shows that everyone else on board is dead, which means that one of you is

Perils of the Sunken City

System: Dungeon Crawl Classics RPG
Difficulty: Basic
Req. Exp.: None
Sessions: 11, 12
Duration: 4 Hrs
Cost: \$3.00
GM: Goeringer, Brandon

glory days of fantasy! Players will play with 3, 0-level characters! No minis! Certain death! Pre-gens.

Farmers, bakers, chicken butchers...you are no heroes. But you know that the massive swamp that lies in front of you, this Sunken City, holds treasures that your peasant minds can barely comprehend, and they are yours for the taking! Return to 1974, the

Power Pack Superhero Team

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 5, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Geddings, Will

Your group never was the top of the line heroes when things got tough... well maybe Mr. Terrific was before the dementia, but when the big guys are busy with the world's issues it's the Power Pack who saves the everyday man! Superhero role-playing using the Savage Worlds System, superhero companion will be used. Bring dice, all else is provided. No experience required.

Prelude to Battle, Evil

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Harding, John

The Battle of Saint Rose Sound; Prelude, Evil, is a Pathfinder based naval adventure. Ships from the Evil Armada were scattered by a storm. The Dragon Puff attacked as the storm subsided and destroyed two ships. The Evil Admiral has ordered you to kill the dragon and bring back his head. Battle map and scale model ships; More info online; Prizes; Adult themes must be 18.

Prelude to Battle, Good

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: 1
Duration: 4 Hrs
Cost: \$3.00
GM: Harding, John

The Battle of St. Rose Sound, Prelude Good, is a Pathfinder based naval adventure. Ships of the Good Armada were scattered by a storm. The brigand Kurtz attacked as the storm subsided and captured a ship. The Good Admiral has ordered you to bring back his ship and Kurt's head with it. Battle map and scale model ships; Prizes; More info online; Adult themes must be 18.

PVP Deathmatch in the Battle Arena

System: Pathfinder
Difficulty: Complex
Req. Exp.: Some
Sessions: 6
Duration: 6 Hrs
Cost: \$3.00
GM: Risner, James

BYOC 12th 108k gp 25 pt stats Hardcovers only; No Item Creation/Ogp Poisons/Leadership/ Cube of Force/Anti Magic Field/7th+ lvl effects; In Jolly Doc Tradition.

Santa Angustia

System: MonsterHearts
Difficulty: Basic
Req. Exp.: None
Sessions: 1-4, 6-7
Duration: 4 Hrs
Cost: \$3.00
GM: Lane, Christopher

Explore the terror and confusion that comes both with growing up and feeling like a monster. Based on the Apocalypse World engine, this is a game with emergent story, messy relationships, a structured MC role, and a focus on hard choices.

Shadows and Dust

System: Savage Kingdoms
Difficulty: Basic
Req. Exp.: None
Sessions: 8
Duration: 4 Hrs
Cost: \$3.00
GM: Yow, Mike

In order to escape execution, our heroes are secretly charged with the task of assassinating an important member of the Imperial Court, a praetor of a major province in its own right. A holy day, an extravagant feast, a poisoned cup or well-placed dagger? And if the mighty deed is done, can our bold adventurers escape the palace and the city-state itself? Using the Savage Kingdoms rules system.

Shiny Blue Sun Technology

System: Serenity
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Michael Gilkey

This will be a fun, light rules-based Serenity game where you get to make a medical decision that will vastly change your character's stats. The Blue Sun Corporation has made many improvements on 21st Century medical technology and you are trapped in a high security testing compound. What did they do to you? How will you escape? What was that Shun-SHENG duh gao-WAHN loud explosion?

Star Trek—Mercy Mission

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: 5, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Geddings, Tommy

Kirk, Spock and the rest undertake an errand while the Enterprise gets refits. What could go wrong? Characters based on The Original Series but play them as the new ones if you prefer. Having watched an episode is helpful for roleplay but not required. Just be ready to have fun. Savage Worlds system and all material except dice will be provided.

The Apocalypse Pearl

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Hing, Sam

An dark power has created an artifact that could upset the balance of power in the Cerulean Seas, reigniting old wars, and killing millions. A party drawn from the finest races of the undersea is all that stands between peace and the water clouding with blood. This game is set in Alluria Publishing's Cerulean Seas setting, set in a world drowned by the sea, complete with new underwater races.

The Cheese Grinder XI: Reduction of Cheese

System: Pathfinder
Difficulty: Detailed
Req. Exp.: Some
Sessions: 2, 3, 4, 5, 6, 7, 8, 9, 11
Duration: 4 Hrs
Cost: \$1.00
GM: Wesley Lee

Players create their biggest cheesiest 11th level Pathfinder character, using our rule set and are thrown into a dungeon of death to see how long they can survive. This is a round robin style play tournament. Six players sit down and play begins. When one character is killed, the next player takes that person's seat at the table and play continues. The party will change often.

The Copper Chimera

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: 1
Duration: 4 Hrs
Cost: \$3.00
GM: Hing, Sam

The Copper Chimera inn has long been a gathering place for powerful heroes. Now they must save the inn itself from destruction by dark forces gathering nearby. This game will be run with Super Genius Games character classes, balanced to the core Pathfinder classes. Become a DragonRider, a deathmage, a shadow assassin, a witch hunter, or more. Characters and prizes supplied.

The Cosmic Microbus: The Trial of Dr. Katherine Thursday

System: Marvel Super Heroes RPG (d100)
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 7, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Kennedy, David

The high school's production of Predator: the Musical is interrupted when cyborgs from the year 3000 arrive to arrest high school senior Dr. Katherine Thursday for crimes she has yet to commit!

The Crimson Skull

System: Savage Kingdoms
Difficulty: Basic
Req. Exp.: None
Sessions: 2
Duration: 4 Hrs
Cost: \$3.00
GM: Yow, Mike

The heroes are hired by an agent of the Brythian Crown to sail southward, across the Sunset Sea, in search of the infamous pirate-have of Dreadport. Charged with finding and returning a near-mythical treasure, the adventurers must determine who is friend and who is foe among the red shores of the legendary Crimson Skull pirates. Utilizing the innovative Savage Kingdoms dark fantasy system.

The Imperial Gate

System: Dungeon World
Difficulty: Easy
Req. Exp.: None
Sessions: 1
Duration: 4 Hrs
Cost: \$3.00
GM: Apold, Andrew

After crossing an impassable mountain range by going under the mountain, the PCs find themselves in a long forgotten outpost which is eager to re-establish connections with the Empire. But not everyone wants to see that happen. The governor is hiding something in the mine beneath the town and a ancient threat lurks in the woods... Continuation from 2012 but prior participation not required.

The Isle of the Damned

System: Savage Kingdoms
Difficulty: Basic
Req. Exp.: None
Sessions: 4
Duration: 4 Hrs
Cost: \$3.00
GM: Yow, Mike

heroic adventurers can assist in defeating an ages-old enemy whose fate seems intertwined with the chieftain's family itself. Uses the Savage Kingdoms dark fantasy system.

The Kokiri Resistance

System: Shadowrun 4th Edition
Difficulty: Easy
Req. Exp.: None
Sessions: 1, 6, 7, 9, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Ferenczy, Jonathan L

Help the Kokiri Resistance end the time of Ganondorf's tyranny in this cyberpunk take on The Legend of Zelda: Ocarina of Time. Choose one of several quests to aid the White Devil and the Hero of Time retake Hyrule.

The Maze of Rohls

System: Pathfinder
Difficulty: Complex
Req. Exp.: Expert
Sessions: 2, 3, 6, 7, 10, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Steven Dzidek

Welcome to The Maze of Rohls, an ever changing labyrinthine complex. Built for the Pathfinder D20 system, you will be taking on the role of an adventurer stranded within world that defies logic. Unable to retrace your steps, leave markers, or draw a map, you begin to wander through endless doorways to rooms filled with danger. Prior experience required, please bring dice, characters provided.

The Portal Under The Stars

System: Dungeon Crawl Classics RPG
Difficulty: Basic
Req. Exp.: None
Sessions: 2, 6, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Goeringer, Brandon

Under the light of a strange star, a portal has opened by the old stone mounds. Rumors of jewels, fine steel spears, and enameled armor dwell within. A young man or woman with courage could be more than just another peasant. Will you take that chance? Return to the glory days of fantasy as 1974 intended you to! Each player will play with 3, 0-level characters! No minis! Certain deaths! Pregens.

The REAL Toxic Avenger

System: Marvel Heroic Roleplaying
Difficulty: Easy
Req. Exp.: None
Sessions: 1
Duration: 4 Hrs
Cost: \$3.00
GM: Geddings, Tommy

Marvel Superheroes face a threat from the underworld out to seek revenge for the toxic dumping. Uses Marvel Heroic Roleplaying system and rules. Great imagination a must but no other experience needed. Bring dice, all else is provided and rules will be taught.

The Shadow Arena

System: D&D Version 3.5
Difficulty: Easy
Req. Exp.: Some
Sessions: 4, 7, 11, 12, 14
Duration: 4 Hrs
Cost: \$3.00
GM: Efird, Patricia

This game is about competing in an arena style fight with other players against monsters, devils, and fiends. You can choose to fight what you are pitted against or each other.

The Way of Death

System: HeroQuest
Difficulty: Easy
Req. Exp.: None
Sessions: 6, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Millions, David

Ill omens, the abbot's failing health, and unending storms plague the beautiful Kralori island of Dok-Hwan and its sanctified Temple of the Nine-Eyed Beneficent Wyrm. What evil menaces the holy lives of the monks and nuns?

The Winter Queen

System: Savage Kingdoms
Difficulty: Basic
Req. Exp.: None
Sessions: 10
Duration: 4 Hrs
Cost: \$3.00
GM: Yow, Mike

A young maiden has been abducted from a monastery in Aradorn, and outside assistance is sought by the local thane. The goblins of Nirgul are suspected, for the trail leads off into those forlorn and forested hills. But

something is rotten in Mulovia, the Winter Kingdom, and all is not what it seems. Will the girl survive her captors, or does a darker destiny wait? Uses the Savage Kingdoms rules.

The Worst Day Since Yesterday

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 5
Duration: 4 Hrs
Cost: \$3.00
GM: Thompson, Michael

Yesterday was the score of a lifetime. Last night was for saying goodbye to old friends, living and dead. You toasted the break of dawn only to find the cops waiting outside. It turns out what you have is a target on your back and nowhere to run.

The Corps, the crooks, and the cops want a piece of what you've got, and you just want to make it out alive. It looks like it's going to be one of those days.

They are all Dead—NYC

System: Fringeworthy
Difficulty: Easy
Req. Exp.: None
Sessions: 7
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

The dead walk on this alternate earth. The smart computer of race that created them has identified the location of a super science bio sequencer that might be able to cure them

Thieves' Nights: The Blessing of San Paulo

System: Pathfinder
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 14
Duration: 4 Hrs
Cost: \$3.00
GM: Campbell, J Kip

Thieves' Nights: The Blessing of San Paulo is a role playing event set in the temple district of Tiers. In this Thieves' Nights adventure players will have to plan and execute an assassination (pun intended). Floor plans

& models provided to aid in the planning process. Players are encouraged to create characters they think will best defeat this scenario. Pre-Gens are available to those short on time.

Thoradin Bay

System: Pathfinder, Dragonlance
Difficulty: Basic
Req. Exp.: Some
Sessions: 5, 6
Duration: 4 Hrs
Cost: \$3.00
GM: Sam, Levine

Part 2: Thoradin Bay - The journey has been hard and unpleasant. Weeks at sea have come to an end when what your group seeks has come back to land. Here in Thoradin Bay your ship manages to catch up to your target

and your party goes ashore with hopes of catching the enemy off-guard. It seems that the target has an interest in the City of Kelvek in the region known as Jarman Busuk. Four days across land your party travels on horseback. It will be quite a challenge to capture your enemy, especially when half your party wants to just kill it and return home. If the enemy should escape again who knows if you will be able to catch up again. So many died back in Palanthas and many more since this adventure started. If it is possible to stop it before another city is killed by the Black Death Fog then you will need both the Gods on your side and maybe some local help.

Three Orcs Walk Into a Bar...

System: Pathfinder
Difficulty: Basic
Req. Exp.: Extensive
Sessions: 3
Duration: 4 Hrs
Cost: \$3.00
GM: Campbell, J Kip

"Three Orcs Walk Into a Bar..." is a grand melee event set in one of the many riverfront bars in the city of Tiers. Players will have to fight it out with the other patrons of a tavern in a classic barroom brawl. Players are encouraged to create characters they think will best defeat this scenario. Pre-Gens are available to those short on time. Prizes awarded for bad acting and Jackie Chan-style heroics.

Tiny Epic RPG Demo: The Lost Temple of Vorn

System: Original Game System
Difficulty: Basic
Req. Exp.: None
Sessions: 2, 5
Duration: 4 Hrs
Cost: \$3.00
GM: Lyles, Todd

Tiny Epic is a Fantasy Role-Playing game that uses illustrated cards and 6-sided dice. The cards are used to create characters and manage resources during the game. What secrets does the Lost Temple of Vorn hide? Our intrepid adventurers are about to find out!

TMNT: Playing Possum

System: Palladium Games
Difficulty: Basic
Req. Exp.: Some
Sessions: 1, 13
Duration: 4 Hrs
Cost: \$3.00
GM: Patrick-Nickels, Caitlin

TMNT and Other Strangeness. In a world where a mutated turtle became a U.S. Senator in the late 1990s, it's easy to believe that animal mutation could be normal. You're one of a set of octuplets working with your siblings to shut down the corporation that created you—before they become a danger to all mutated-kind.

To Kill a Dragon

System: Pathfinder, Dragonlance
Difficulty: Basic
Req. Exp.: Some
Sessions: 13, 14
Duration: 4 Hrs
Cost: \$3.00
GM: Sam, Levine

Part 3: To Kill a Dragon - Wounded and run to ground the task is almost done. Your party forged in Palanthas now enters the Mountains of Thoradin with plans to trap and kill the evil Dragon that has killed so many of the peoples of Solamnia. Now on the path to the Caves of Everlasting Darkness, your party pushes on. Though the pain, weather, and unfriendly wildlife you all continue to find your target. Help is found along the way and into what many of you know will be your last Mission you march on...

Tome of the Elder Sorcerer

System: HeroQuest
Difficulty: Easy
Req. Exp.: None
Sessions: 9, 14
Duration: 4 Hrs
Cost: \$3.00
GM: Millians, David

They say Ancient Mandar has died. His servants have fled or disappeared. His treasures and, especially, his book magic may well be lying within his tower, waiting to be taken!

Torchwood: Remnants and Revenants

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: 4, 8
Duration: 4 Hrs
Cost: \$3.00
GM: Ditto, Ken

It is the year 1923 and reports have come to Torchwood that one Dr. Herbert West has found a way to revitalize necrotic tissue, bringing life to lifelessness. As Agents of Torchwood, you and your team must investigate

the experiments occurring at the Osiris Institute without revealing the secrets of Torchwood, or your own. For Queen and Country!

Triple O and the Bowler Hat of D.O.O.M.

System: Spycraft d20
Difficulty: Detailed
Req. Exp.: Some
Sessions: 2, 5
Duration: 4 Hrs
Cost: \$3.00
GM: Patrick-Nickels, Caitlin

Secret agent Triple O of the B.E.A. teams up with some of the best operatives to take on an evildoer trying to steal the Bowler Hat of D.O.O.M. and use it to take over the world! Humor/Spoof.

Ultra Lite Adventures in 5 Seconds

System: GURPS
Difficulty: Easy
Req. Exp.: None
Sessions: 11
Duration: 4 Hrs
Cost: \$3.00
GM: Dotson, Matthew

Beware. Insanity molests all who enter this game. Leave your sense of morality at the door.

Vanquishing: Survival of the Fittest

System: Pathfinder
Difficulty: Basic
Req. Exp.: Extensive
Sessions: 2-3, 6-7, 10-11
Duration: 8 Hrs
Cost: \$3.00
GM: Weeks, Thomas

You and eleven others have been chosen as the best of your kind to fight for survival in the Arena of Mysteries. You must survive both the other combatants and the hazards of the arena itself. May the best, brightest, and quickest on his feet survive.

Verdant Apocalypse: Blood Moon

System: Fate
Difficulty: Basic
Req. Exp.: Some
Sessions: 2, 6, 10
Duration: 4 Hrs
Cost: \$3.00
GM: Thompson, Stephen

As a primeval forest consumes Atlanta, invading fey and reawakened gods stalk humanity. One suburb, protected by primal guardians, stands strong against the onslaught. But as a blood moon rises, the guardians lose themselves to bloodlust. Only your team of modern day wizards, druids and shape-shifters stand between now-feral shepherds and their flock. Will the sanctuary become a slaughterhouse?

Verdant Apocalypse: Mictlan by Moonlight

System: Fate
Difficulty: Basic
Req. Exp.: None
Sessions: 3, 5, 7, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Thompson, Stephen

In this urban fantasy, the age of man is ending in a verdant apocalypse, and the fey responsible intend it to be the last. As the city crumbles, your team of modern day wizards, druids and shape-shifters will follow the call of an Aztec god from the heart of Atlanta to the depths of the underworld before the fey extinguish mankind—forever.

Wanted: Scallywags, Scoundrels & Scurvy Dogs II

System: Pathfinder
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: 7
Duration: 4 Hrs
Cost: \$3.00
GM: Campbell, J Kip

Wanted: Scallywags, Scoundrels & Scurvy Dogs II takes place on the warm waters of the Salton Archipelago. Set amongst tropical isles, this adventure is equal parts melee & (bad) roleplaying on the high seas. Players are encouraged to create their own characters they think will best defeat the module. Pre-Gens available to those short on time. Award for best player.

Welcome to Weirdzone

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 5
Duration: 4 Hrs
Cost: \$3.00
GM: Sheffer, Bruce

Help! zombies are after you. You see a house with an open door. Suddenly everything goes white and fades to grey. Still have zombies outside, but now you and the house are adrift in the Weirdzone. Can ether bunnies help?

X-Men Save the Cosmos

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: 2, 11
Duration: 4 Hrs
Cost: \$3.00
GM: Geddings, Will

Be warned the X-Men and villains in this game are not strictly any specific age of comics (so no discussions like "colossus was able to turn into wood in issue #359" or some random nonsense like that). Bring dice, all else provided.

VIDEO GAMING TRACK

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Friday

Dishonored: Behind the Scenes

11:30 am; Grand Salon D, Hilton Atlanta

Learn the secrets of the dark city of Dunwall from the talented design team at Arkane Studios. A. Grossman, R. Bare, S. Shain

MMO Design 101

1:00 pm; Grand Salon D, Hilton Atlanta

MMO designers of Elder Scrolls, WoW, DC Universe, Star Wars: TOR, and HEX discuss building massive interactive worlds. J. LeCraft, T. Bakutis, C. Jones, A. Chatriwala, A. Mayberry

Designing Awesome Video Games

2:30 pm; Grand Salon D, Hilton Atlanta

An all-star lineup of video game designers, behind Dishonored, Unreal, Saint's Row, Wasteland, and more! M. Capps, C. Avellone, S. Jaros, R. Bare, S. Shain

Diablo III: Behind the Scenes

4:00 pm; Grand Salon D, Hilton Atlanta

The beloved Diablo series is a blockbuster on PC and coming soon to PS4. Producer Alex Mayberry has some great stories to share. A. Mayberry

Voice Actors of Walking Dead

5:30 pm; Grand Salon D, Hilton Atlanta

The Walking Dead Game earned over 90 game of the year awards for its character performances. Come meet the actors behind Lee and Clementine! M. Hutchison, D. Fennoy

You're the Publisher: Kickstarting Video Games

7:00 pm; Grand Salon D, Hilton Atlanta

Kickstarter has made crowd-funding easy, and most of its biggest projects are video games. Come learn about how it's changing game development. C. Avellone, B. Stoll, C. Woods, C. Jones

Saturday

I Heart Video Games

11:30 am; Grand Salon D, Hilton Atlanta

Are videogames modern man's final art form? Our panelists write, podcast, broadcast, and sing about them... let's talk about why! V. Belmont, Paul and Storm

Which Walking Dead is Best?

1:00 pm; Grand Ballroom West, Hilton Atlanta

The comic started it all. The TV show set rating records and earned a nod from the Golden Globes. And the game won 90 game of the year awards! L. Holden, M. Rooker, I. Singleton, M. Hutchison, D. Fennoy, Doug LaVigne (M)

Blizzard: Behind the Scenes

2:30 pm; Grand Salon D, Hilton Atlanta

Meet Alex Mayberry, whose decade-long career at Blizzard includes managing the WoW design team and Diablo III production. A. Mayberry

HEX, the MMO Card Game: PvP Design

4:00 pm; Grand Salon D, Hilton Atlanta

HEX combines the best of trading card games and MMOs. Cryptozoic's Kickstarter was a massive success, meet the designers to learn what's next! B. Stoll, C. Woods, C. Jones

BioShock Infinite: Behind the Scenes

7:00 pm; Grand Salon D, Hilton Atlanta

Irrational delivered another dystopian masterpiece, another best-game-ever. How'd they do it? Find out, join the Vox Populi, and save Elizabeth! A. Chatriwala

Sunday

Join the Video Game Industry!

10:00 am; Grand Salon D, Hilton Atlanta

Looking to enter the industry? Surely a high gamerscore is enough, right? Meet pros from all disciplines and learn the secrets of a great portfolio. A. Greenberg, T. Bakutis, A. Chatriwala, S. Shain

Actors of Mass Effect

11:30 am; Grand Ballroom East, Hilton Atlanta

The Mass Effect series is loved by millions for its deep characters and storylines. Come meet the actors behind the animations. R. Sbarge, M. Meer

Console Wars: PS4 vs Xbox One vs ?

1:00 pm; Grand Salon D, Hilton Atlanta

New gaming consoles are coming this Christmas—who will win? Will the eighth generation be the last? Come hear from industry insiders. M. Capps, V. Belmont, C. Avellone, S. Jaros

Acting for TV, Games, and Animation

2:30 pm; Crystal Ballroom, Hilton Atlanta

Our panelists, masters of acting for the camera or the voice-over microphone, discuss the nuances of performance in each medium. M. Capps, K. Najimy, M. Meer, K. Collins, D. Fennoy, C. Schlatter

Elder Scrolls MMO: Behind the Scenes

4:00 pm; Grand Salon D, Hilton Atlanta

Elder Scrolls V is one of the highest rated, best selling, most awarded games in history. Could the upcoming MMO make real life obsolete? T. Bakutis

Animating Portal's Wheatley

5:30 pm; Grand Salon D, Hilton Atlanta

Learn how Karen brought Wheatley, the beloved AI companion in Portal 2, to life by applying puppetry techniques to game animation. K. Prell

Saints Row 4!?! ZOMGWTFBQ!

7:00 pm; Grand Salon D, Hilton Atlanta

Get the scoop on SR4 from the demented, prurient, brilliant, childish, context-free mind of creative director Steve Jaros. S. Jaros

Monday

Art of Video Games

10:00 am; Grand Salon D, Hilton Atlanta

Come learn about the rapidly evolving world of videogame art, and what it's like to build characters and worlds that players love. K. Prell, T. Jech, A. Mayberry

HEX, the MMO Card Game: PvE Design

11:30 am; Grand Salon D, Hilton Atlanta

HEX combines the best of trading card games and MMOs. Cryptozoic's Kickstarter was a massive success, meet the designers to learn what's next! B. Stoll, C. Woods, C. Jones

Writing for Videogames

1:00 pm; Grand Salon D, Hilton Atlanta

Real writing means dozens of endings and weeks of branching dialogue! Come enjoy a lively discussion between a group of world-class videogame writers. M. Capps, J. Palmiotti, S. Jaros, A. Grossman, R. Bare

Brand New Old School RPGs: Eternity, Torment, Wasteland 2

2:30 pm; Grand Salon D, Hilton Atlanta

Welcome to an old school RPG revival! A Q&A on Project: Eternity and inXile's Wasteland 2 and Torment: Tides of Numenera. Bring questions. Or cake. C. Avellone

Join the Video Game Industry!

4:00 pm; Grand Salon D, Hilton Atlanta

Looking to enter the industry? Surely a high gamerscore is enough, right? Meet pros from all disciplines and learn the secrets of a great portfolio. A. Greenberg, B. Stoll, C. Woods



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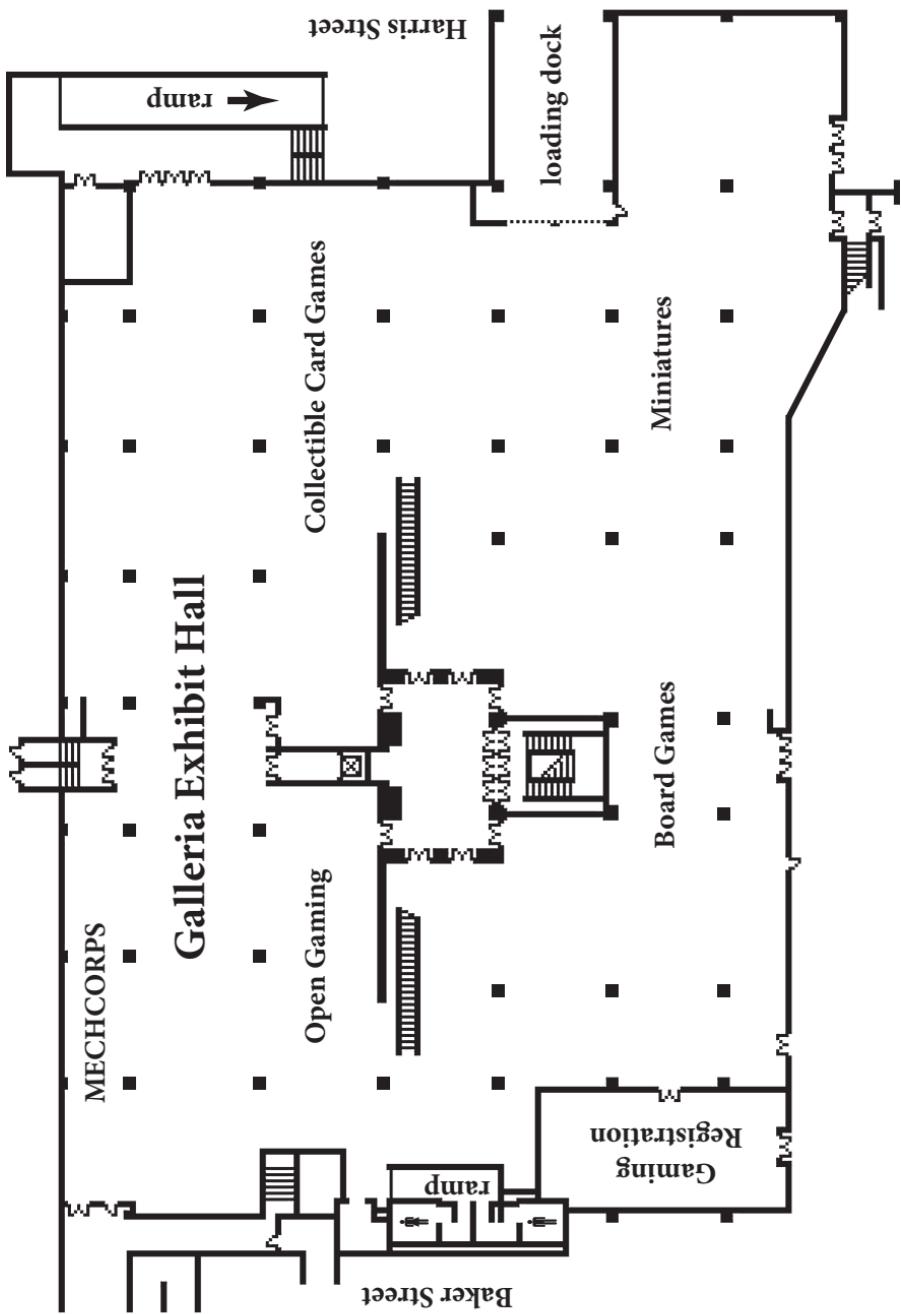
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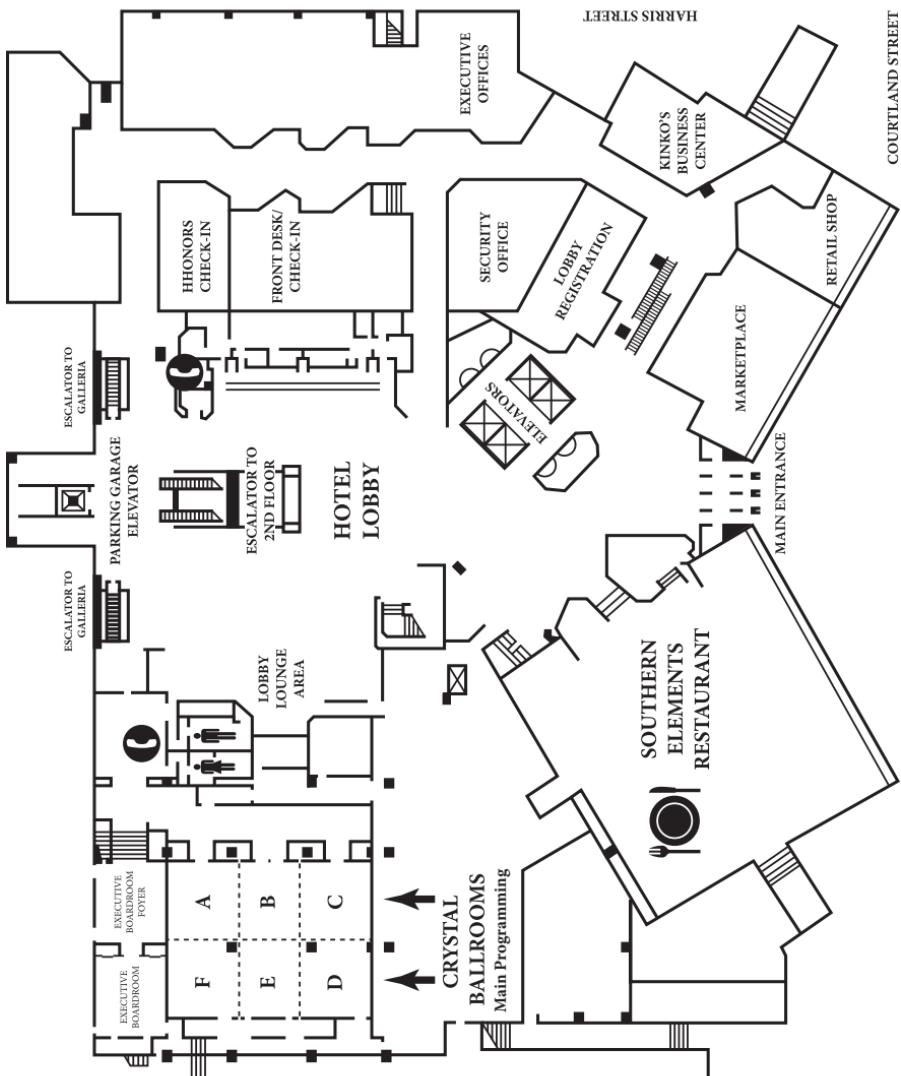
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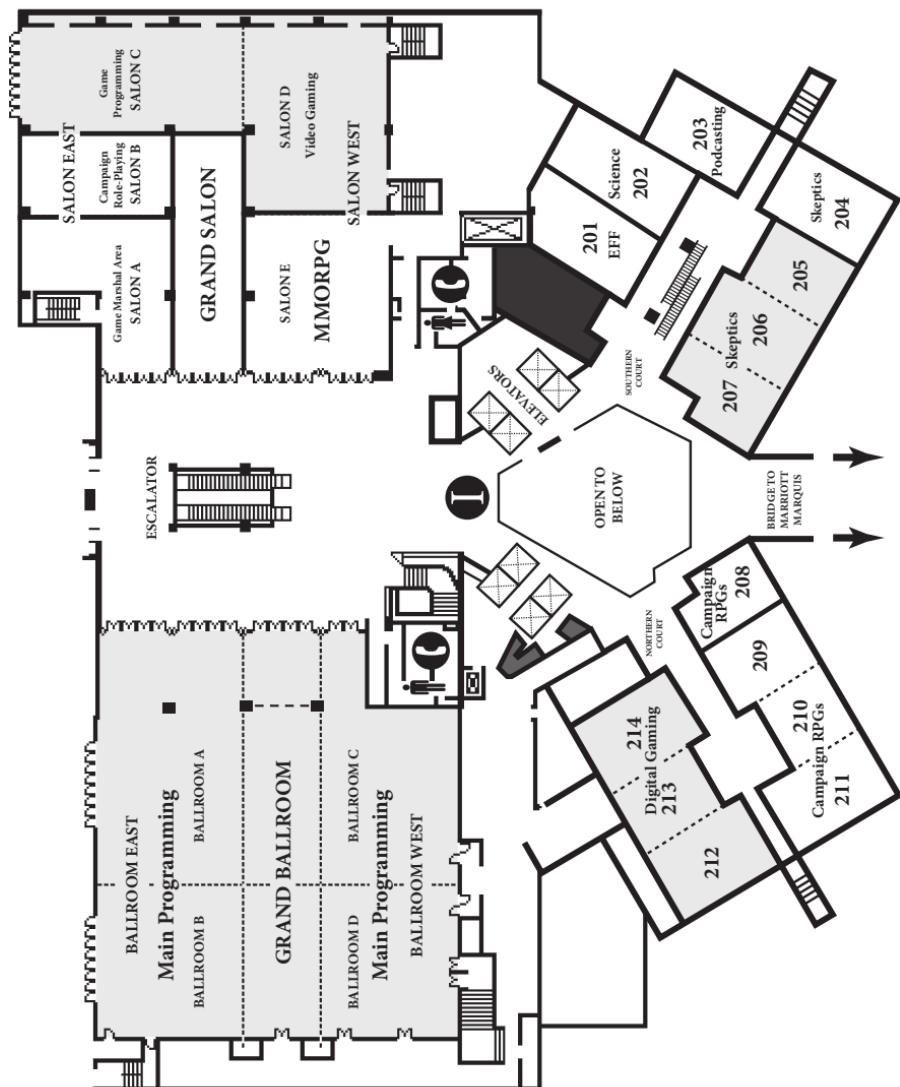
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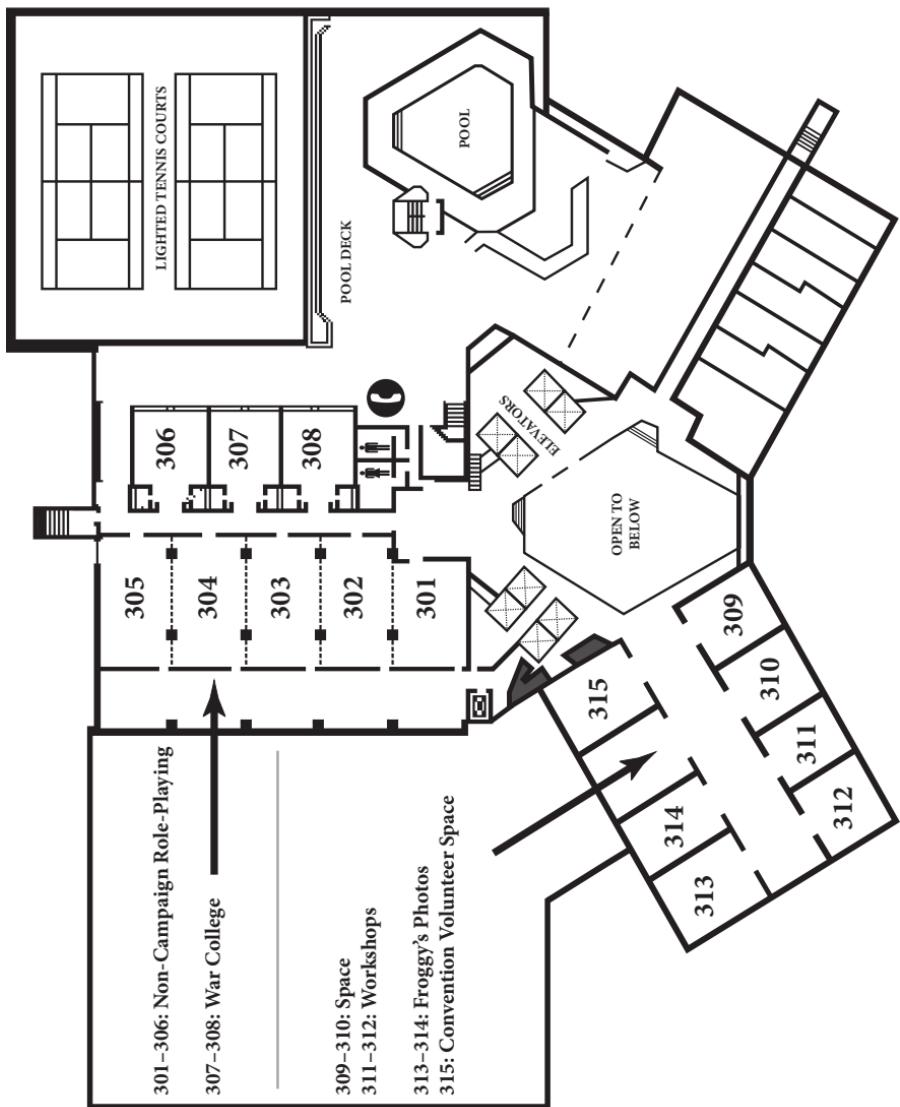
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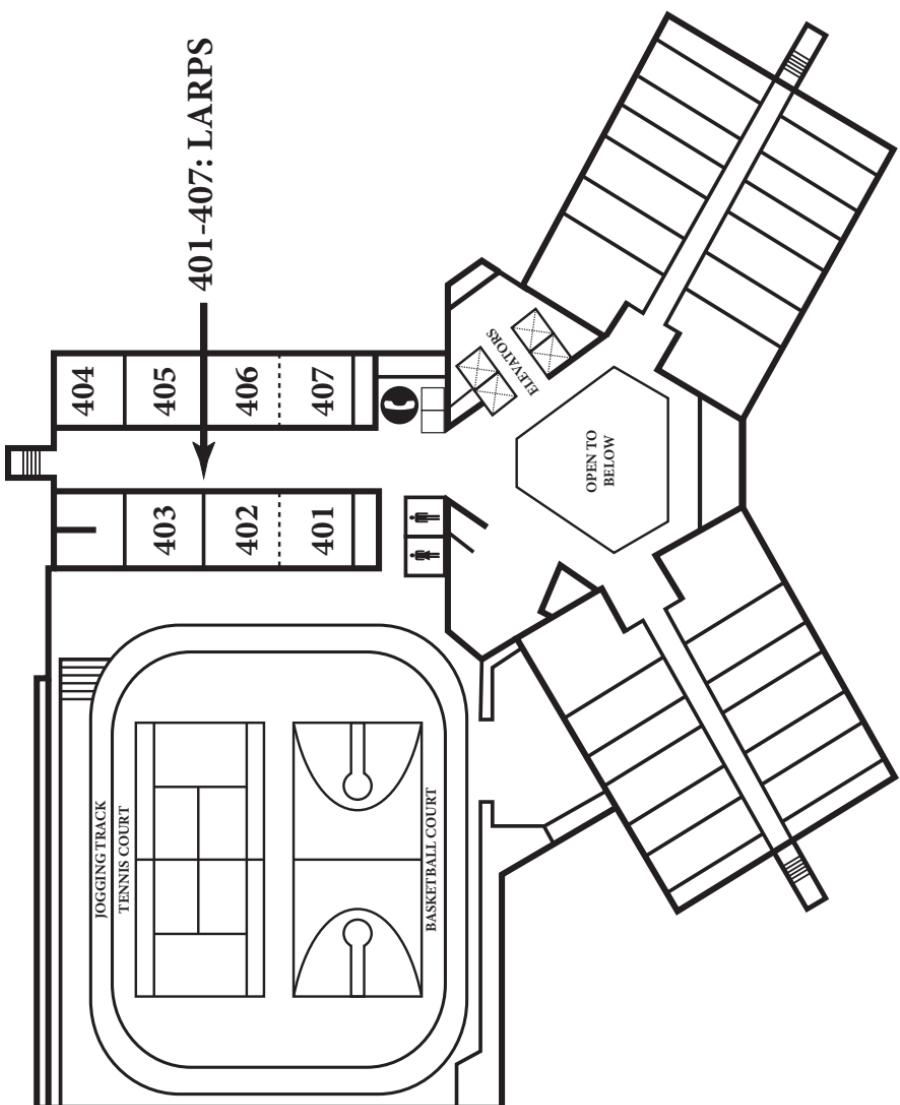
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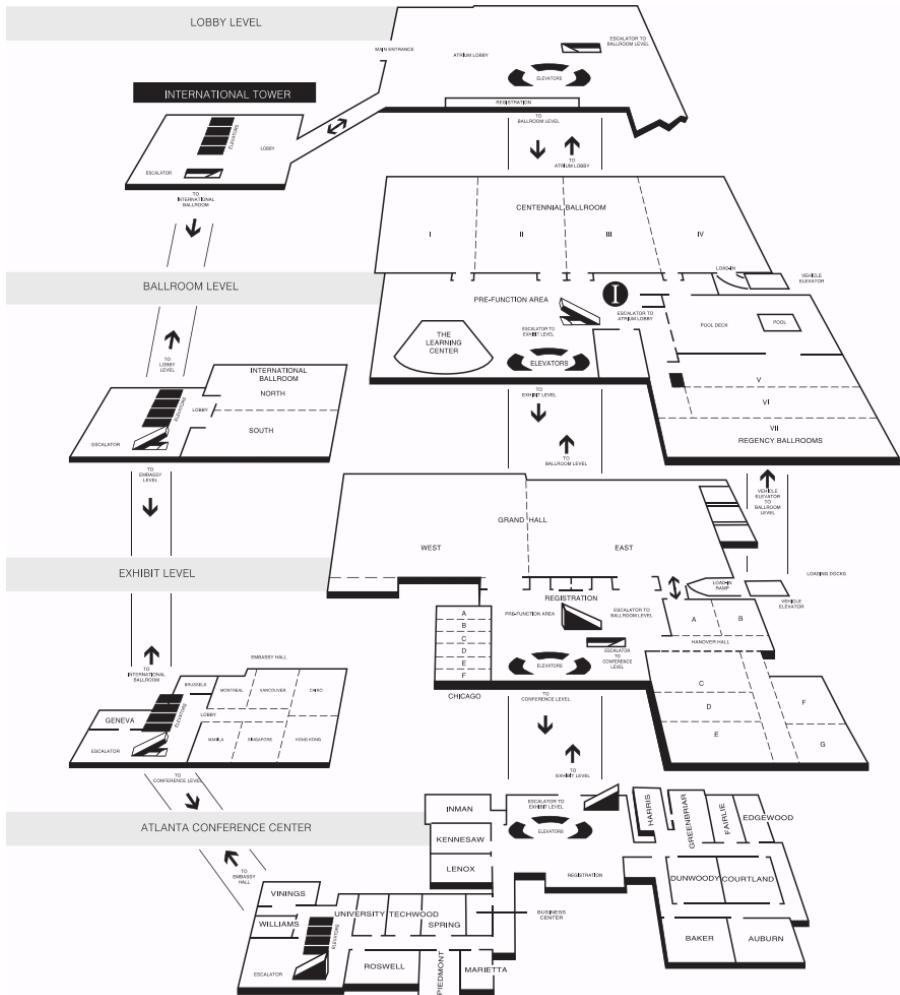
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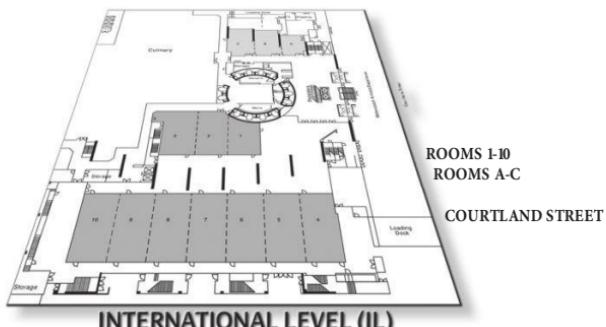
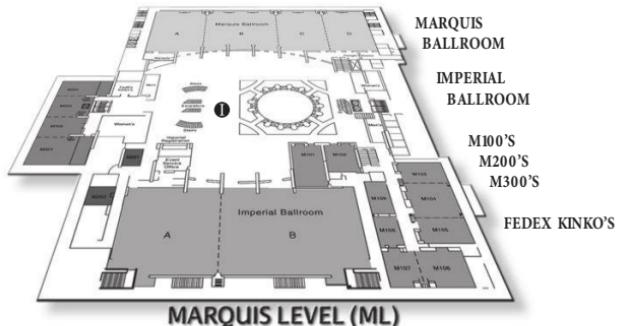
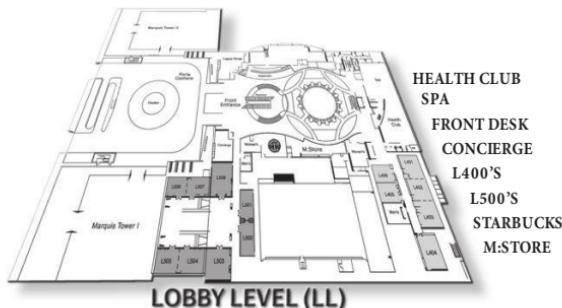
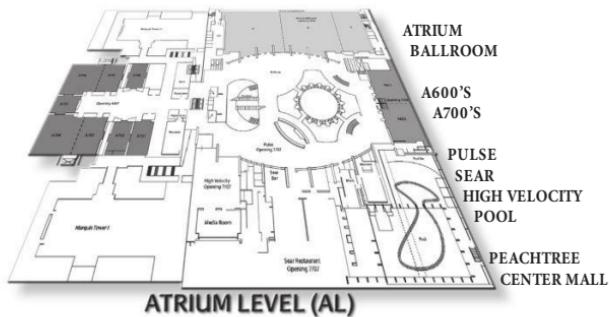
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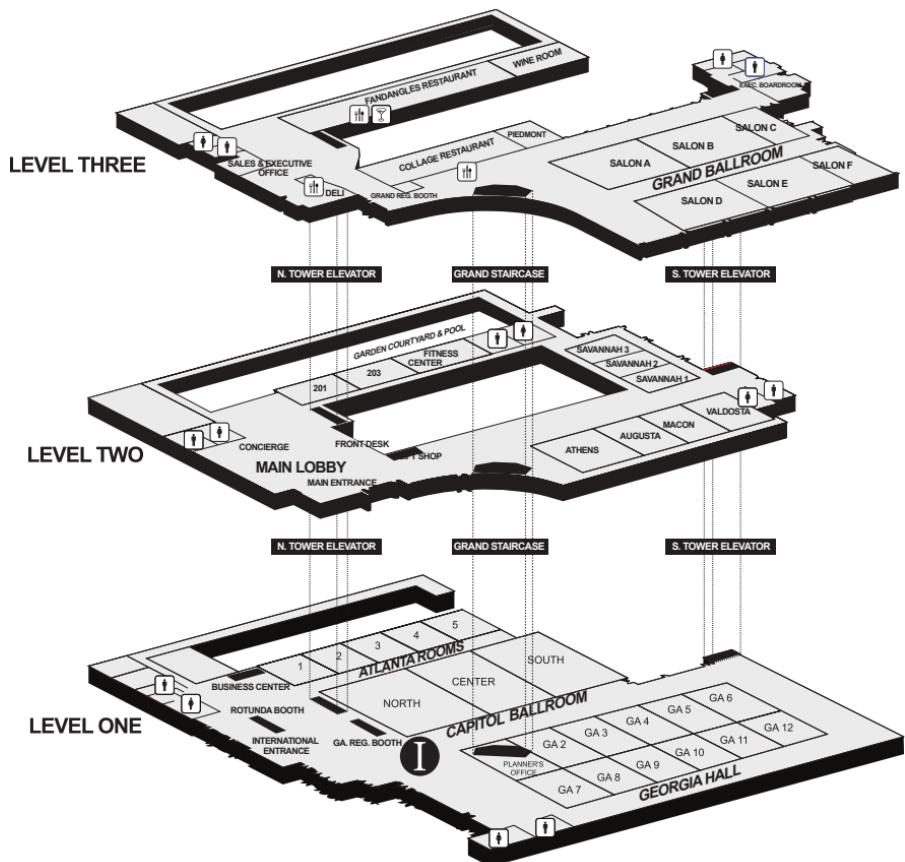
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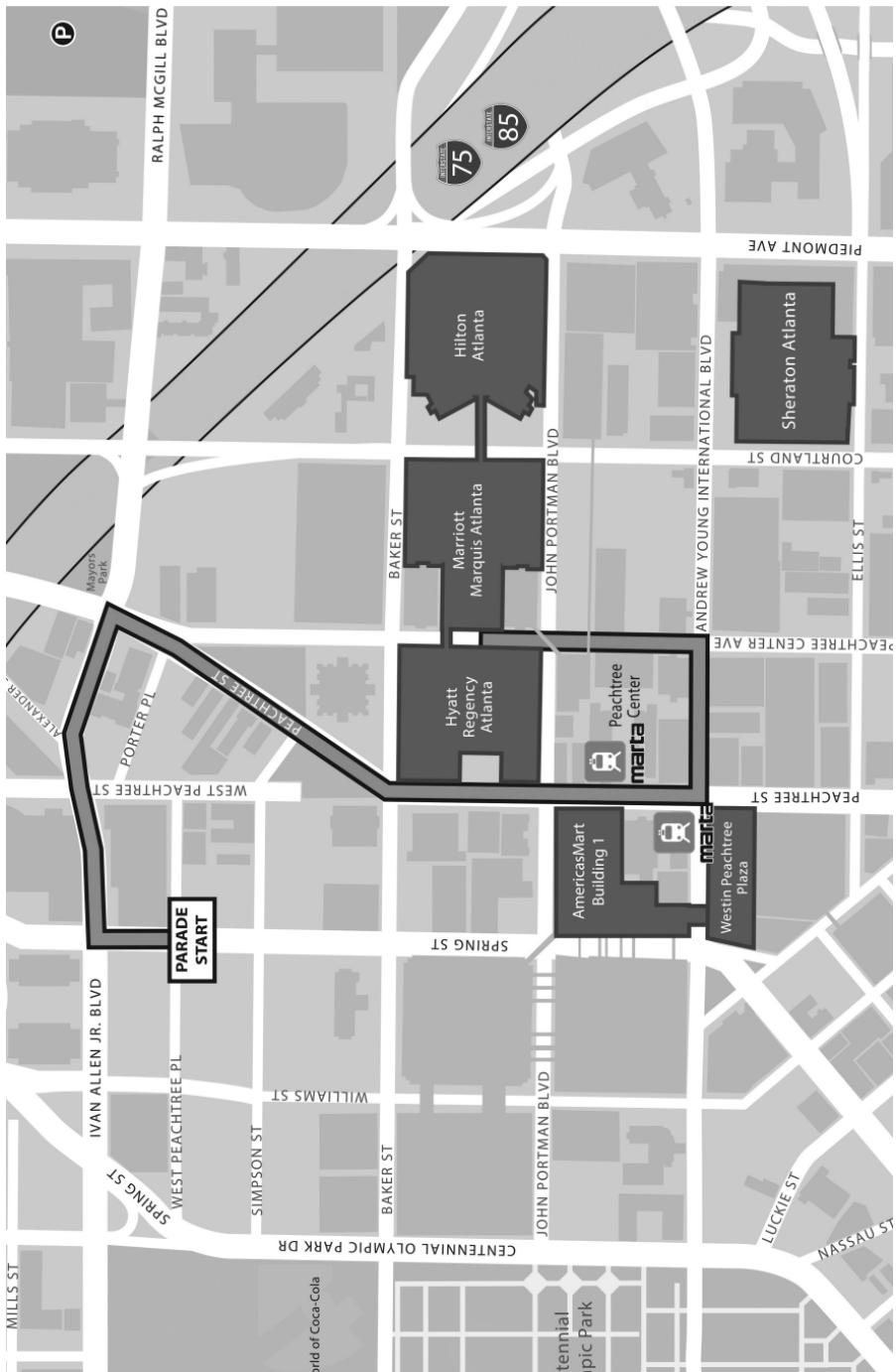
MARRIOTT MARQUIS ATLANTA 3D MAP



SHERATON ATLANTA HOTEL 3D MAP



DRAGON CON FOOTPRINT MAP



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Photo by Sherri Reno

JOIN SHERRILYN KENYON

for a Q&A at WESTIN PEACHTREE BALLROOM, 8/31: 1PM

VISIT the Official Autographing at the Marriott Marquis, International Hall South on 9/1: 4pm-6:30pm, 9/2: 11:30am-2pm

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